COMPUTER GAMES STRATEGY PLUS

IBM PC, CD ROM, Mac, Amiga

Issue 27 February 1993
United States $3.95
United Kingdom £2.25
Canada $4.95

PRIVATEER
Origin's new 'Commander'

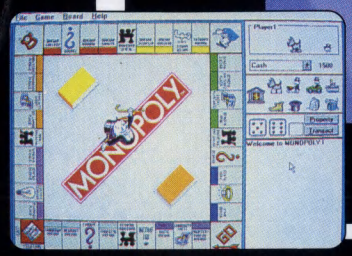
UNDERWORLD II
It's here!

ISSN 0955-4424
02
9 770955 442033

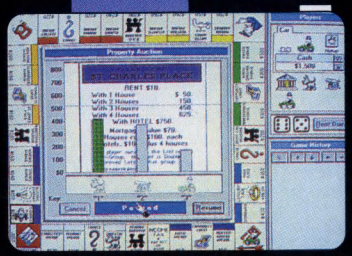
PLUS
The Best of '92, Veil of Darkness, The Magic Candle III, Pacific War, Task Force: 1942, Shadow President, Star Control II, Front Page Sports Football

Trade Up!

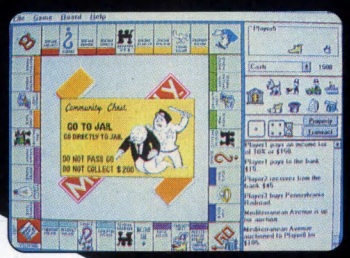
The Game You Grew Up With Has Grown Up Too!



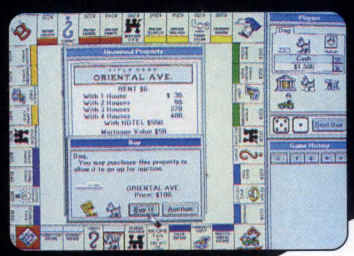
WINDOWS ™ version



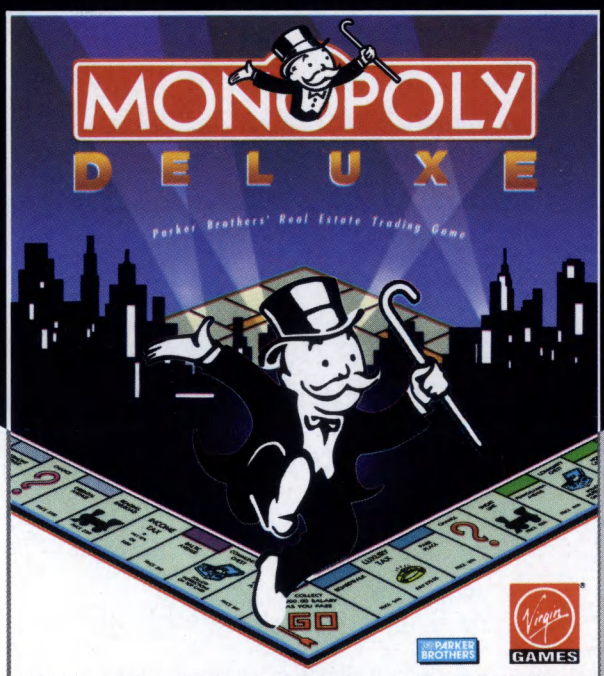
IBM PC version



WINDOWS ™ version



IBM PC version



It's more mercenary than your lawyer, shrewder than your accountant, greedier than the IRS and tougher than your granny. Get ready for the most challenging game of Monopoly® you've ever played with MONOPOLY® DELUXE.

Combining 90's technical know-how with plenty of good old-fashioned fun, the best-selling boardgame of all time is back and better than ever with completely revamped levels of difficulty and greatly enhanced graphics for your computer! You'll get more deluxe for your bucks with dazzling animation of all ten official tokens, easy-as-pie interface, a game activity log that keeps track of all previous moves and the ability to play by traditional or custom-designed rules.

Enjoy the thrill and excitement of wheeling and dealing as you amass, or reluctantly part with, great fortunes buying and selling railroads, utilities and properties of all types. This game's a must for the library of any TRUE gamer or future real estate tycoon!

PARKER BROTHERS

WINDOWS ™ version features all of the DELUXE features listed above plus the added bonus of easier-to-use point-and-click interface.
MONOPOLY® DELUXE with the ultimate easy-to-use point-and-click interface will be available this fall in PC and WINDOWS ™ versions.
For more information, pricing and orders, please call 8ØØ-VRG-INØ7. VISA, MASTERCARD, AMERICAN EXPRESS and checks accepted.

MONOPOLY® and RICH UNCLE® design are registered trademarks of Tonka Corporation.
Rich Uncle© 1936, 1992 Parker Brothers. All rights reserved. Monopoly © 1935, 1992 Parker Brothers, Inc., a division of Tonka Corporation. All rights reserved. Licensed to Virgin Games, Inc. ©1992 Virgin Games, Inc.
Virgin is a registered trademark of Virgin Enterprises, Ltd. Windows™ is a registered trademark of Microsoft Corporation.

HOME IS WHERE THE HEART STOPS.

MOVING CAN BE SUCH A HARROWING EXPERIENCE. ESPECIALLY WHEN YOU'RE THE SOLE INHERITOR OF THE BLOODCURDLING WINTHROP HOUSE.

LUCKY YOU. FOR THE PAST 400 YEARS, YOUR EVIL ANCESTORS HAVE BEEN PLANNING A HOUSEWARMING PARTY JUST FOR YOU. AND IF THEY HAVE IT THEIR WAY, THIS IS ONE PARTY YOU WON'T BE LEAVING.

IN THIS PIECE OF UNREAL ESTATE, YOU'LL EXPLORE UP TO 400 TERROR-RIDDEN ROOMS IN A DESPERATE STRUGGLE TO STAY ALIVE. YOU'LL ENCOUNTER PUZZLES, MAGICAL ITEMS, AND FORBIDDEN BOOKS. AND YOU'LL MEET THE HIDEOUS HOSTS WHO KNOW WHAT EVIL FORCES ARE BEHIND THIS NIGHTMARE.

CAN YOU TAKE THE TENSION? WILL YOUR MAGIC COMBAT SKILLS WORK AGAINST LOATHSOME GARGOYLES OR DEATH LEECHES?

Actual Screen Shots May Vary

WILL YOUR NEW HOUSE DRIVE YOU COMPLETELY INSANE?

ALL YOU KNOW IS THAT TIME IS RUNNING OUT. THE HEAVENS ARE ALIGNING. AND THERE'S A LOT OF HOUSECLEANING TO BE DONE.

THE LEGACY: REALM OF TERROR™ FROM MICROPROSE. PROOF THAT THERE'S NO PLACE LIKE HOME. AT LEAST NOT IN THIS WORLD.

SPINE-TINGLING GRAPHICS WILL TURN YOU CHALK-WHITE WITH HORROR!

HAIR-RAISING COMBAT WITH GROTESQUE CREATURES!

STUPEFYING STUMPERS IN SURREAL ROOMS!

To get our free catalog, call **1-800-879-PLAY.**
(Mon.- Fri., 8:30 am-5:00 pm EST.)
Or fill out the coupon and mail it to: MicroProse Software, Inc.
180 Lakefront Drive • Dept. D-10 • Hunt Valley, MD 21030-2245

Name _____

Address _____

City _____ State _____ Zip _____

QAI

MICROPROSE™
ENTERTAINMENT • SOFTWARE

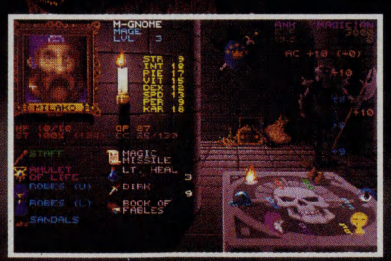
SERIOUSLY FUN SOFTWARE

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.
Reader Service No. 5

Wizardry I

A Fantasy Role-Playing Simulation by D.W. Bradley

CRUSADERS *of the* DARK SAVANT



Welcome to the sequel to Bane of the Cosmic Forge and the only game that could possibly follow its lead. It's everything Bane was...and more.

256 Colors • Outdoor Campaigns • Full Musical Score & Sound Effects • Auto Mapping
True Point & Click Mouse Interface • Unprecedented depth of story

SIR-TECH

Ogdensburg Business Center, Suite 2E Ogdensburg, New York 13669

To order or for a dealer nearest you call

1-800-447-1230

Reader Service No. 15

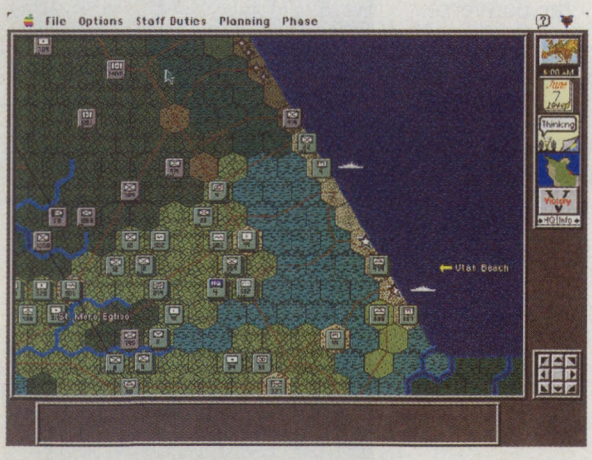
COMPUTER GAMES STRATEGY PLUS

TAKING FUN SERIOUSLY

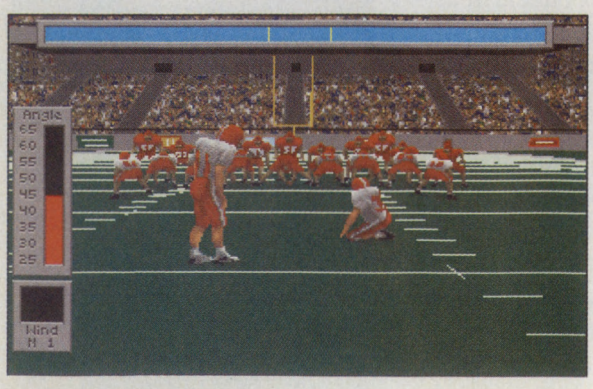
February 1993 Number 27

Highlights

Strike Commander: heading your way



V for Victory: Game of the Year



Front Page Football: dynamic!

Regulars and Features

6 **Upfront** *More ranting*
8 **News** *All the news that fits and some which doesn't*
11 **Baby it's Dark Outside** *Previews of Legends of Valor and The Magic Candle III*
13 **Privateer** *Cover story*
17 **X Wing** *Preview of Lucasarts new Star Wars game*
46 **1992 awards** *The games of the year according to our hacks*
82 **Hardware** *Review of the ATI Soundcard*
94 **Wildlife Adventures** *Investigative report into the year of the bug*
98 **Rebound** *You write. We're wrong*

Strategy

18 **Shadow President** *Steve Wartofsky reviews his performance*
23 **Campaign** *It's D-Day for Mike Woodhouse*
24 **Strategy in Great Naval Battles** *John Van Valer offers some ports in a storm*
29 **Strategy in Star Legions** *Dean Bakeris provides tips for Mindcraft's new game*
32 **Pacific War** *John Van Valer encounters a monster*
36 **Task Force: 1942** *The battles for Guadalcanal form the basis of Microprose's new simulation*
40 **Strategy in Conquered Kingdoms** *Tips by the ogre himself*
45 **Star Control II** *Lee Johnson finds himself in space (and scores!)*

Adventure

62 **Paladin II** *Joseph Boone in a remembrance of things past (or Proust)*
64 **Waxworks** *Joan McKeown discovers two things missing*
67 **The Koshon Conspiracy** *Our old mate Ian Marsh discovers something not quite kosher*
70 **Spelljammer** *Joseph Boone says hope you like jammin' too*
73 **The Kingdom of Drakkar** *Andrew Backer goes on-line*
76 **Block Busters** *Tips for Wizardry VII and Darklands*

Sports

92 **The Sports Locker** *Joseph McCullough looks at what stacks up*
90 **Every Night Football** *Front Page Sports Football vs Videopro Football. Richard Lawrence mans the commentary box*

Kill the critics

Readers may think that software companies hype their games but believe me, compared to other industries the ads for leisure software are positively restrained. Has anyone ever noticed that no matter how bad a film/record/book, someone, somewhere, will have a good word to say about it, and that these same good words end up being quoted in ads for the particular item?

This was brought to mind when I went to see a recent film, an alleged thriller where the biggest thrill was seeing the final credits roll. All in all, a piece of work that was utterly abysmal and one in which the mike even appears in shot in a couple of scenes. It would seem, therefore, that only the patron saint of Hollywood could have a kind word to say about such a catastrophe. But no. According to someone called Susan Granger of WICC, the film is 'a slick, smart, edge-of-the-seat suspense thriller.' If a publisher brought out a book consisting of nothing but blank pages, I'd bet money that the subsequent ad for the empty tome would contain a quote describing it as 'a perfectly bound masterpiece.'

Much of this nonsense has to do with the insecurity of the target market. This is especially true of the theatre where most Broadway audiences wouldn't know a good play from a 42nd St pothole. They need the critics to tell them. Like characters in a Henry James novel, the would-be sophisticates need assurance. If the critics say it's bad, they are believed.

Contrast this with the software biz where negative reviews seem to have little effect on sales, despite what we like to think. *Strategy Plus* can say: 'I haven't seen a turkey this big since thanksgiving' and the game will continue to sell (are our readers mad?), but in the theatrical world such a notice would spell instant doom. Equally the converse is true. If one of our reviewers suffered a temporary psychotic attack and reported that Piggy Bank Massacre is 'a slick, edge-of-the-chair adventure,' would everyone rush out and buy it? Oh sure. Hold back the crowds.

But why the difference between this and the obedience to which theatrical and literary critics are accustomed, especially considering that sycophancy and nepotism are not exactly unknown in such quarters? The answer is knowledge. Most software users are smart. Being told something is good simply reaffirms what was known already. Negative reviews merely seem to inspire defiance - 'Those fools! They're wrong, I'll show 'em.' Either way, independence rules the roost and I for one would not want it any other way.

Crystal balls up

This is the time of the year when most editors produce a wish list of things they would like to see happen in the new year. Space filling predictions are another old editorial seasonal stand-by. But not here. 'What a smug creep,' you're probably saying. Maybe, but the truth is I'm no smarter than anyone else in this business and if *anything* is certain in life it's that no one else has a clue what's happening either. The 'nobody knows anything' maxim could have been coined with the software business specifically in mind.

But of course the uncertainty of it all is half the fun. After all, there's absolutely no guarantee that one year from now we won't be sat in the den wearing helmets and goggles with our minds far away in some virtual world. A startling prospect for our loved ones who have only just got used to 'monitor madness.' My advice is to prepare them already. Buy a pair of goggles, put on a more manic expression than usual, and then start making irregular swaying movements when next at the dinner table. (Imagine that rather than devouring your daily bread you are, in fact, hovering around Planet Pluto whacking aliens). This should give your dearest a taste of things to come. The Boy Scouts say 'be prepared.' They are right. Happy New Year.❑

STRATEGY PLUS INC

PO Box 21
Hancock, VT 05748

Editorial content edited and provided by
Brian Walker
Compuserve: 76711,347

Advertising Manager
US
Gregg Sauter
Tel 802 767 4622

Produced by
Jordan Davies

Fax: (802) 767 4623
US Subscriptions: 800 283 3542
UK Subscriptions: 0442 876661
GEnie: STRATEGY PLUS, for subscriptions through Genie type CHIPS

Subscription rates
UK: £15.95 a year
US: $32 a year

Distributors
UK
Comag
Tel: 0895 444055

US
Kable News
Tel: 212 768 1000

IPD
Tel: 800 999 1170

Ingram
800 627 6247

Cover illustration
Privateer by
Origins Systems, Inc.

STRATEGY PLUS is published by Strategy Plus Inc, Route 100, Rochester, VT 05767. Second class postage paid at Rochester VT and additional mailing offices. Postmaster: send address changes to Strategy Plus Inc, PO Box 21, Hancock, VT 05748-9989

©STRATEGY PLUS INC

Games For Everybody

NEW EXCITING TITLES PUBLISHED REGULARLY

The Coffee Break Series™
COMPUTER GAMES
for IBM® PC & Compatibles

ONLY $12.95 EACH SUGGESTED RETAIL PRICE

NOT COPY PROTECTED

MADE IN U.S.A.

FUN TO PLAY by yourself or with friends.

ENTERTAINING play for minutes or hours. Addictive!

EASY TO USE play from diskette or hard disk.

GREAT GRAPHICS supports most graphics formats.

AFFORDABLE...and high quality!

DUAL PACKED 5.25" plus 3.5" disks.

Look for this special display at your favorite retailer.

COFFEE AND DOUGHNUTS NOT INCLUDED

Villa Crespo Software

1725 McGovern Street • Highland Park, IL 60035 • 708-433-0500

© 1992, Villa Crespo Software, Inc.

Down the upgrade path

SSI

Spelljammer upgrade. Follow the on-screen prompts once installed

Bethesda Softworks

Wayne Gretzky Hockey 3 update to version 1.10. This version fixes CH FlightStick and other throttle control (non-standard) joysticks. Scoring and penalties have been adjusted. For more specific information and additional fixes see the README file. Another upgrade for **WGH3** involves the VOC file which was left out of the first version. Copy this file to the **WGH3**\Sound directory.

Sierra On-Line

Quest for Glory III

'B' patch. Corrects all known gameplay errors.

Lance Haffner Games

Full Count Baseball V. 5.1 Upgrade This is the update to bring '**Full Count**' up to 5.1. Included are new LOADER.TBC and PROGRA files. This update features expanded play-by-play and a new screen layout which is greatly improved.

Merit Software

Tom Landry Strategy Football V. 1.02. This patch deals with modem play, excessive penalties, Sound Blaster problems, and improved animation choreography. **Dark Seed** update to Version 1.5. This updates **Dark Seed** to version 1.5 from any previous version.

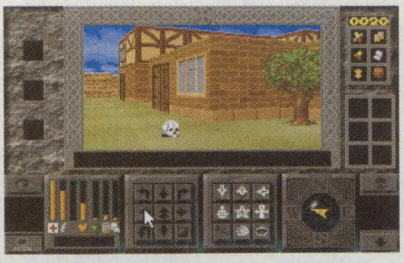
NovaLogic

Comanche: Maximum Overkill Update to V1BB. This executable

Battlecruiser 3000 AD 360!

The 'lone wolf' game **Battlecruiser: 3000 AD** which was previewed in this magazine only a few centuries ago (issue 18 if you must know), has been signed to top wargame publisher Three Sixty Pacific. The game which combines strategy, resource management, and flight simulation, represents Three Sixty's first venture into the latter territory.

'**Battlecruiser**' will contain over 50 strategic missions that will comprise a campaign based upon locating and destroying the Gammulan homeland. Along the way, personnel must be recruited, and new equipment purchased. Four different flight models will be featured that will include 3D Goraud rendering and photo realistic ray-traced graphics. Although the basic game will be in VGA, an SVGA upgrade will be available separately. The game will offer modem play and will be supported by a series of expansion disks. The anticipated release date for all this is April.



Legend Has It

The latest role-playing game to use the fashionable 3D scrolling graphics is **Legends of Valor** from SSI. A quick look shows why this mode is becoming so popular. Quite apart from appearing very pretty, the 3D scrolling provides the smoothest free flowing interface yet. In particular the zoom mode is extremely effective, allowing close-ups of objects without loss of detail. Although similar in look to Origins **Underworld**, '**Legends**' has been under development in the UK (where it will be released by US Gold) for the past two years.

The game is a single character adventure set in Mittledorf, a huge 28 square mile town set in a land nobody has ever heard of. Monsters, hostile inhabitants, dungeons, real-time combat, mazes and puzzles, all combine to complete the scenario which SSI etsimate should provide over 40 hours of entertainment.

World Circuit's PC Engine

Microprose's Formula One game, **World Circuit**, should be available for the PC as you read this. The Amiga version was reviewed in issue 18. Although the review was generally favorable, some of the criticisms voiced in that review (and elsewhere) appear to have been taken on board in the PC version. For example, the controversial 'line magnet' which gave drivers a 'helping hand' around corners, has now been relegated to optional status. Overall, the game looks to have shaken off the 'easy' tag that the Amiga version acquired.

The modem option is not available in the current version but will come as part of an upgrade later this year. The VGA graphics are excellent, as is the frame rate. The cars emit a rather sad sounding whine, but this approximates exactly how they do sound as they fly round corners before disappearing into the pale blue yonder. Like just about everything else in the game, the animations can be adjusted in the options menu. Team and driver names can be edited, while the car itself can be customised according to player preference. Although there aren't exactly an abundance of F1 games, **World Circuit** looks set to emulate the Williams team by beating the opposition out of sight.

Sprint into space

Product placement in movies has long been commonplace, but now Sierra On-line plan to introduce the concept into games. In the upcoming release of **Space Quest V: The Next Mutation**, the logo of the Sprint telephone network will appear on the high-tech communications equipment used by the game's main character, Roger Wilco. The Sprint logo will also appear in the demo which is scheduled to run nationwide. While doubtless this is a smart marketing tac, its immediate benefit to the consumer is less clear and could even lead to some incongruous sights. For example, imagine being engaged in a tense dogfight in say, **Aces Over Europe**, and a United Airlines jet just happens drift across the screen.

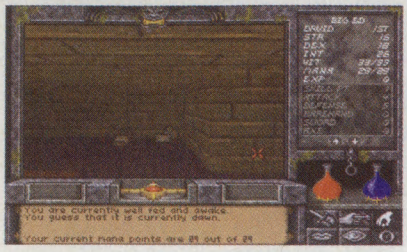
Considering that is an official arrangement, Sierra will doubtless not suffer the indignity incurred when they last tried to incorporate a 'real world' item into one of their games. This happened when a likeness of the rock band ZZ Top appeared in an early version of **Space Quest V**, whereupon the wild men of rock turned to their corporate lawyers and instructed them to sue unless the offending image was removed. Which, it may be noted, it duly was.

Whoops

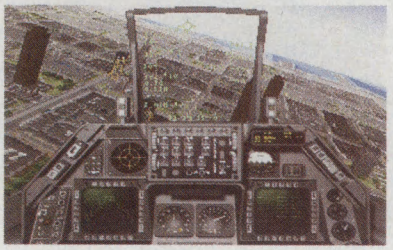
Contrary to our report in our last issue, ownership of **V for Victory: Utah Beach** is not necessary to play the latest set of scenarios in the series, **Velikiye Luki**. This is a stand-alone game but one which updates the **V for Victory** master program to 2.0. The 1.0 and 1.1 versions of **Utah Beach** will not run under the 2.0 upgrade. A separate upgrade for **Utah Beach** to correct this is available from Three Sixty to registered users for $5.

In issue 26 we incorrectly reported that Electronic Arts had bought Origin Systems for $35. Unfortunately this led to a number of readers attempting to place late bids for the company, with some even going as high as $50. The correct figure, of course, was $35m Please accept our apologies for any disappointment caused by this error.

Underworld II Expands



Underworld II: Labyrinth of Worlds



Strike Commander: 'soon'

In these days of perpetual slippage, it's nice to report the release of a game that not only arrives on time, but early. **Underworld II: Labyrinth of Worlds** should be available as you read this. The main difference between this and it's predecessor is that it now offers a non linear environment. Dungeons that prove too difficult to master first time around will have to be revisited after knowledge of the secret has been obtained elsewhere. As the 3D world appears to get bigger and more complex, so the player's choices expand, as do those of the NPC.

The goodies (and baddies) that were present in the first game have been considerably expanded. Rivers, ice, and weapons whose performance depend on quality and lighting levels have been included to maximize the realism and detail. Look out for some tips on **Underworld II** in our next issue.

In the 'seeing is believing, hearing is deceiving' department, we understand that Origin's **Strike Commander** should be available 'soon.'.

SSG get constructive

The construction kit for **Carriers at War** will be released this month by SSG. The kit will allow all aspects of a **CAW** scenario to be edited, or new scenarios to be created from scratch. Any part of an existing **CAW** can be changed through the construction Kit. Ships and squadrons can be added or removed. Details such as armanent, range or other ratings can be changed. Ship and plane histories can be altered, and new ship or plane classes added.

In addition to the numerical details of a scenario, the Construction Kit will allow full access to the WarRoom AI plans for each scenario. WarRoom controls almost all aspects of the computer's play, and a few minor changes in WarRoom could radically alter how a scenario plays. WarRoom also provides easy methods for adding or subtracting individual ships or even entire Task Groups from a scenario.

By using the power of the WarRoom system, it becomes very easy to create scenario variants capable of delivering surprises, and preventing human players from becoming complacent. The Construction Kit will allow the importing of new graphics for maps, ships and planes. It will also contain a number of addition scenarios, one of which will be used as a fully worked example of how to create an entire new scenario.

Lurking in the background at HQ SSG is **Warlords 2**. Nobody's handing out release dates on this but we can reveal it will contain the following enhancements to the original game.

- Improved movement system
- A better class of opponent
- Multiple maps

More news on **Warlords 2** soon.

Austria Condemms Racist Games Shock!

Austrian computer professionals are asking fellow workers around the world to condemn inhumane, malicious, demeaning computer games. The Austrian Computer Society has submitted a resolution to the 1992 General Assembly of the International Federation for Information Processing. It reads: 'Computer games are among the most frequently used programs - especially by children.

Such programs are capable of significantly enhancing human development, for example, by training the mind, encouraging logical thinking and creativity, and broadening language capabilities.

Unfortunately, there has recently been a strong tendency toward programs that demean human beings. Brutal war games, pornographic and sexist games, and games based on political extremism and themes of racial, ethnic and religious hatred are becoming more and more popular.

It is alarming to note a trend developing among those who produce, distribute, and play such games signifying lack of responsibility and human respect.

The International Federation for Information Processing (IFIP), a union of computer societies from around the world, hereby points out the inherent dangers in the playing of these games and actively condemns their production, distribution, and use. There are many computer games that are not only entertaining, but wholesome and educational. IFIP appeals to everybody, throughout the world - in particular in its member societies - to censure harmful games, to raise awareness of the issues involved, and to support only computer games that involve the respect of human dignity.' It is believed that the statement is directed at the proliferation of (illegal) racist and anti-semitic games in German speaking countries.

Diplomatic GENie

The on-line gaming network GEnie is working with boardgame publisher Avalon Hill to produce an online version of AH's classic game, **Diplomacy**. The design will involve a mainframe moderated system with a graphical front end and a mouse interface.

Avalon Hill's English Civil War Game **Kingmaker**, is also being converted to computer but this time by a UK publisher. SSI will probably release the game in the US, though this is unconfirmed at the time of going to press.

patch will update the appropriate files to address a number of hardware compatibility issues. The old files will be preserved. Notable fixes: support for Gravis Ultra Sound emulation, AMI BIOS hangs, and IRQ 7 problems. A separate text file is available offering precise details of this patch.

Sir Tech

Crusaders of the Dark Savant Patch #2 for the Don Barlone bug. This patch alleviates a situation whereby Don Barlone is awaiting a scouting report that never comes because another party has sent his scouts to the merry cheese factory (ie dead) and refuses to deal with the party. ('Maybe later', he says.) He might also be hoarding maps, in which case this upload will help him to decide to deal with the party anyway.

Patch 1A
Patch corrects 'hogs afloat' problem, ie 5-10 freeze, then game OK, 60 steps later, freeze, then OK, etc. (Also occurs when resting.) Symptoms occur when party has a lot of maps and heads out to sea, thus making it impossible for the NPC's to reach. (May also occur in Lost Temple of Munkharama.) This is correct patch. Do *not* use cdsp1.exe. File is self-extracting. Copy to directory then type: CDSX1 <CR>. (May specify -o option to overwrite.)

Footnote
Unless otherwise started, all of these upgrades are available free to registered users. They may also be downloaded from major on-line networks such as GENie and CompuServe.

One small step for AdLib one giant leap for PC sound

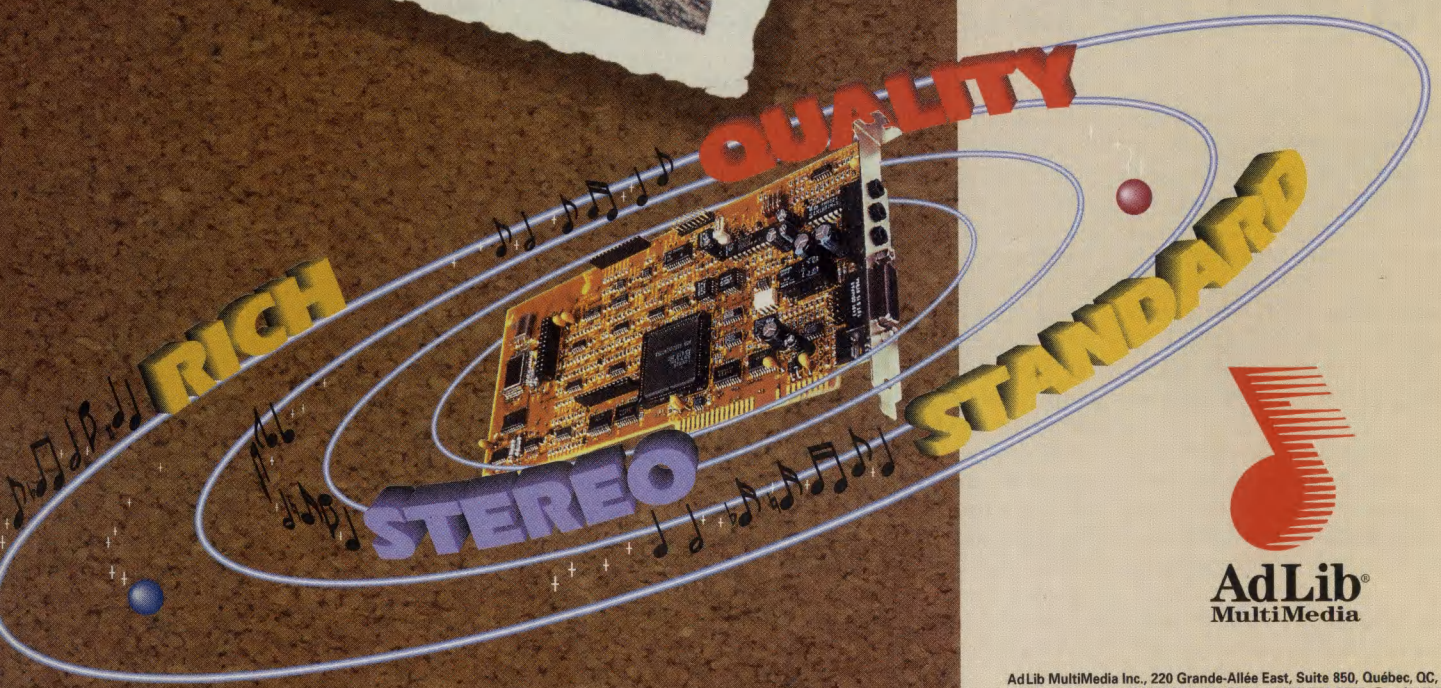
Just as today's astronauts are measured against the achievements of those who landed on the moon, so are sound cards measured against AdLib. Now, with the long awaited AdLib Gold card, AdLib MultiMedia is setting new standards... again!

AdLib Gold is not like any other sound card, it's an expandable sound system. To add dramatic echo and reverb to the already superior stereo sound, just snap on the Surround Sound Module. Want to use CD-ROMs? Attach the optional SCSI Adapter and you're ready to go.

It's not enough for AdLib Gold to simply comply with Multimedia PC™ sound adapter specifications, it has to surpass them. Plus, not only does AdLib Gold fully support the rapidly emerging Gold Sound Standard, it is also 100% compatible with the original AdLib card. And AdLib Gold is the only sound board in its class which features three types of filtering to eliminate the annoying popping and crackling sounds which plague less capable sound products.

So whether you want the highest quality sound for your entertainment software, or you're using business applications, your wait is over. AdLib Gold is available now.

Discover AdLib Gold at your local retail outlet <u>today</u>!



AdLib®
MultiMedia

AdLib MultiMedia Inc., 220 Grande-Allée East, Suite 850, Québec, QC, Canada, G1R 2J1
Toll free order line: (800) 463-2686 Phone: (418) 529-9676 Fax: (418) 529-1159

©1992 AdLib MultiMedia. AdLib and AdLib Gold are trademarks of AdLib MultiMedia Inc. Other names are trademarks of their respective owners.

Baby it's Dark Outside

The Magic Candle III

Veil of Darkness

Brian Walker sheds some light on two new releases

Gary Oldman eat your heart out, for here comes your on-screen personage in 'Real Time Visual Technology'. Transylvania, it would appear, is going techno and its legendary Count is going to get yet another facelift. But enough of these mindless puns and on with the game. **Veil of Darkness**, appears under the auspices of SSI, via Event Horizon. This is the same combination that put together **The Summoning**, the acclaimed RPG which had such an utterly wonderful magic system.

The story is set in Romania Transylvania Alps in the late 1930s. The player takes on the role of a cargo pilot who has had the misfortune to crash-land in this inhospitable locale. Barely has he had time to cross his heart and munch some garlic than he is faced with a vicious vamp known as Kairn. Kairn's favorite bedtime snack happens to be the local villagers who, true to legend, reappear in a state of extreme undeadness. The player's task is to try and put a stop to all this bloodletting and ensure that the sanctity of the graveyard is restored. Failure to do so will result in being just another stiff on the slab.

The aforementioned gore is displayed in 256 colors (255 of them red), while the overheard viewpoint is enhanced by pop-up 'cinematic sequences' that advance the story as well as looking rather nice. The interface is much the same as that in **The Summoning**; friendly point-and-click to enable friendly interaction with the game's characters unfriendly characters.

The gamplay involves puzzle solving, combat with strange beasties, the negotiation of complex mazes, and constant visits to the blood donor clinic. To assist in all this, an auto-mapping facility and a print-out feature is included. Dracula is never actually mentioned by name possibly because of licensing rights. Cue Bram Stoker jokes; turn, grave, etc.

Veil of Darkness is scheduled for March release by SSI

A dark blight is spreading! Who can light the magic candle that will dispel this terror? (One million hippies immediately raise their hands). Back then, to the world of Deruvia and Gurex, land of **The Magic Candle III** where crops are failing, illness is spreading, and strange beasties lurk in the forests and hills.

The story is a vaguely familiar one but lots of things in **MCIII** are brand spanking new. The mouse interface is greatly enhanced (ie there is one now) and the automatic notepad feature has been completely rewritten based on user suggestions. When going through narrow passages it is no longer necessary to instruct dietary challenged members of the party to drop out of formation; they now do so automatically thus enabling them top squeeze through. The effects of illness and poison have been beefed up (so to speak) - a poisoned character no longer gains benefits from herbs and mushrooms.

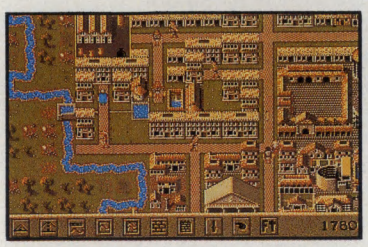
The training sessions have been improved, allowing more flexibility in timing during combat. Assigned characters no longer face imprisonment while innocently wandering around the countryside. The stealth characteristic is instead used to determine the chance of avoiding an adjacent beastie patrol.

Other exciting features include: visiting a library (read a book!); exploring a blighted forest; looking for a wizard in Ukrbal. Fight the blight in **Magic Candle III**! ❑

***Magic Candle III** is scheduled for a January release by Mindcraft*

CAESAR™

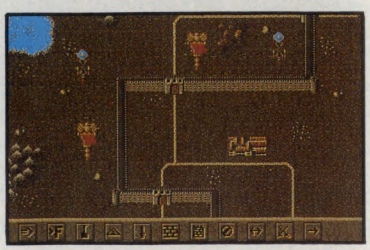
CONSTRUCT & DEFEND CITIES TO ADVANCE THE ROMAN EMPIRE



Grow your city with ampitheatres, forums, temples, aquaducts, roads, baths & workshops - and much, much more!

As governor of a province of the Roman Empire you must build cities for the good of your people. Fortify your cities with walls & towers - but should your defences fail, you must command legions to crush the hostile barbarian tribes! Success will lead to promotion -and ultimately, the very best may rise to become... Caesar!

Battles may also be fought out in detailed, animated combat using a much enhanced version of Impressions' Cohort (Cohort II will be available separately).



Keep out hostile tribes with cross-country walls to match The Great Wall of China

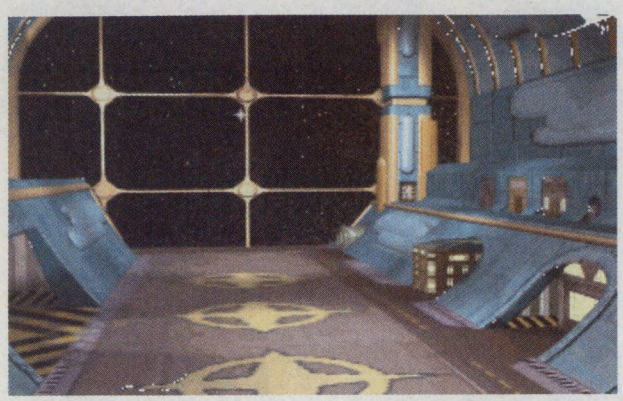
Impressions

Committed to Excellence in Strategy Entertainment

Impressions Software, Inc. 7 Melrose Drive, Farmington, CT 06032

Reader Service No. 107

The Origins of Privateer



Anthony Nichols of Origin Systems goes public

Out in the far reaches of space, late in the 27th century, a fighter pilot jolts awake. The proximity alert flashes its warning on his console. There are six red blips on the radar screen, hostile enemy ahead. He has no choice but to fight. He puts the afterburners into range and lets go a volley from his mass drivers, destroying one enemy and wounding another. Someone gets a missile lock on him. He takes a hit. Aft shields are down forty percent. It's time to get busy. Rolling hard to the right puts him in position to fire off his last missile at point blank range. Bits of the destroyed Kamekh hurtle by as the fighter pilot frantically maneuvers to protect his vulnerable aft side. Victory seems distant as the remaining enemy taunt our hero, insulting his family. It will be a battle hard won, but won nonetheless. Anyone thinking this sounds like **Wing Commander**, would only be half right.

Market forces

This is **Privateer**, the next space-combat simulator from Origin ... sort of. See, it's not just a space-combat, action-adventure piece. It's also a resource-manipulation, decide-your-own-destiny game. The primary difference is in what happens before and after the exchanges of photon fire. In **Wing Commander**, Joe Bob Hero would have been waiting in military barracks for the call to arms, a crack soldier in a long and arduous war. After his return from combat he may receive commendations and meet a few of the other pilots, while in the background Tactical and High Command make all the decisions of whom and where to fight. **Wing Commander** integrated the adventure of space combat with developing and evolving characters to motivate the storyline.

Privateer adds greater interactivity to the mix. In **Privateer**, our Joe Bob has a drink in the local pub to celebrate the financed purchase of his new fighter, unsuccessfully trying not to think about the payments. He sits across from a woman who means business. She offers him a job. It's probably illegal but it will help make a payment. He knows that her offer pays better than anything either of the Guilds are offering. It's a deal, and our Mr. Hero may take the precaution of buying extra shields for the fighter, putting it on his account, adding to the payments. If he's wise, he might even try to do a little freelance trading. Common sense and the rest of his cash can probably get him a profitable cargo. All he has to do now is survive.

The profit motive

The challenge in designing **Privateer** was to allow players to make all the decisions that affect them within the **Wing Commander** universe. Since the lone maverick, crack pilot is at the heart of any 'Commander' game, this would have to be central in the design's development. **Privateer** grew out of the long discussed 'Trade Commander' and retains an emphasis on profit. However, when the project was given to Joel Manners to design, he expanded the concept to one of total freedom. As he saw it, the player should choose whether to fly a fighter and have a more mercenary career, escorting ships and eliminating the boss's enemies, or take a more mercantile approach, flying the 27th century's equivalent to the 18-wheeler, defending cargo and playing the commodities market. Still, it's important to remember that **Privateer** is a combat simulator. It's about being the best pilot and the straightest shot. It's about the lawlessness of the frontier.

Gun law

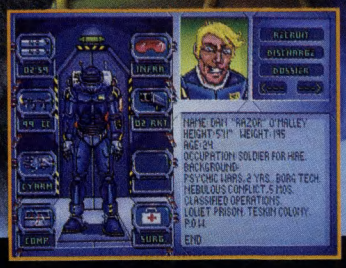
We realized that we would have to do away with the structured plot of all previous Commander games. Freedom means being able to accept a mission and halfway through, throw it away and suffer the consequences. It means being able to fly wherever and allying yourself with whomever. The best way to do this was to create a location with the diversity, size and available challenges to exploit the player's freedom. Thus was born Gemini Sector. Gemini is a frontier province rich in natural resources. Primarily, though, Gemini is an important front in the ongoing Terran-Kilrathi war.

Encounters with the warriors of Kilrah and the Confederation Naval forces firmly ground **Privateer** in the **Wing**

TEGEL'S MERCENARIES™

General Tegel has plans for some covert operations. Not things he could order someone to do . . . but things he could *pay* someone to do.

And, as it happens, you—and your colleagues—can be bought.



Mindcraft presents: ***Tegel's Mercenaries*** . . . an intriguing concept in futuristic strategy gaming.

You lead a squad of interplanetary mercenaries picked from twenty of the most notorious men, women and aliens this side of the Magellanic Clouds.

- Belk Otem, with his Delaser rifle and cybereye
- "Smokey" Okrara, the green-skinned, two-trunked chlorophant
- "Bombshell" Divan, "Tunes" Krakowski, and 16 more!

Start with a "diplomatic" mission to the ice planet of Nueva Nevada, then go wherever the general sends you next. Just remember the most important thing: you're in it for the money!

When you are through with Tegel's tours of duty, strike out on your own! Use the Scenario Kit & Working Interface Developer to build missions to challenge the most hardened mercenaries.

A new level of excitement, from the makers of the award-winning *Magic Candle* and *Siege!*

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

(Actual screens may vary.)

Reader Service No. 10

Commander universe. Despite the many pockets of civilization, Gemini is an untamed and barely explored territory ruled by the gun and those who have them. If players decide to buy and sell commodities on their own, it wouldn't hurt to use common sense. That is, don't try to sell ore to a mining base or grain to an agricultural planet; no one needs what they've got too much of.

The interface will be familiar to players of any Commander game, but there are enhancements. Let's take the capital of Gemini, New Constantinople, for example. The player has just arrived in-system and trundled across the space ways. N.C. appeared, hanging in the void, ominous behind the flurry of ships buzzing about its docking bays. Approval to land crackles over the ship's speaker and the automatic docking range comes into view. After the smooth, automated landing, it's time to do some business. The ship sits, dwarfed by a hangar large enough to dogfight in, waiting to be refuelled. The player is back in the intuitive world of point and click interactivity, only better. After making arrangements to have the ship refuelled, one moves on to the main concourse. This is a kind of town square with access to any place the player may want to go to.

Base thoughts

Once on a base, like New Constantinople, talk to people and explore. Interactivity is an important part of **Privateer**. There are people to talk to in every bar. There are the fixers who know that the best place to find the pilot they need is over two fingers of whisky. Then there are the regulars who've heard it all and seen it all and will be happy to reveal the details.

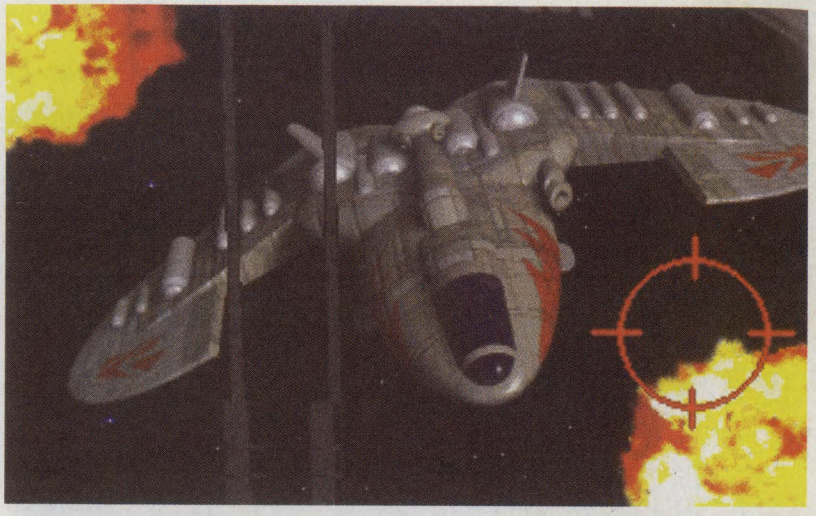
As intriguing and important as the characters and bases may be, it's time to get back into the void and do some damage, if only because the bill collectors have bigger guns. Players are masters of their own destiny and space is not without difficult decisions. Whether to shoot first and talk later, which 'nav points' to use, and whether it's worth the added maneuverability to jettison cargo are among the easiest choices to be made. The hardest are which missions are worth their hazards and which planets, colonies are most likely to buy cargo, contraband or otherwise.

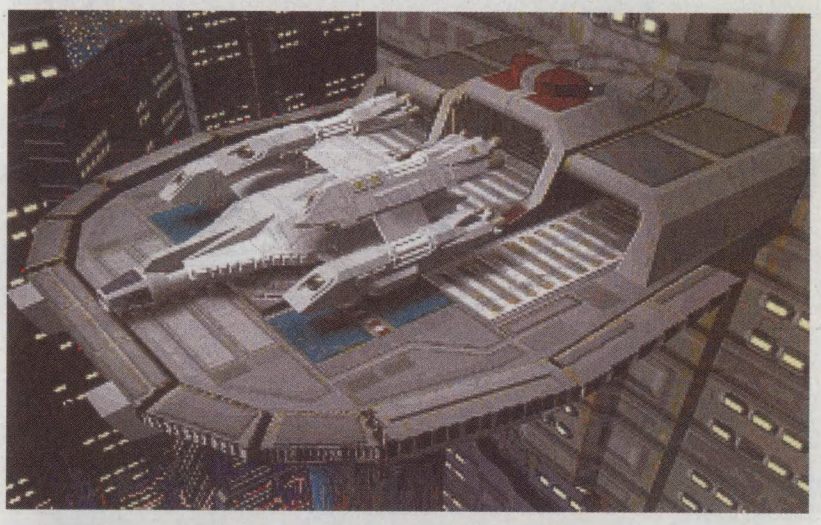
The technology of space flight, while largely transparent to the player, is vastly improved since the days of **Wing Commander II**. Besides the smarter damage system developed for the **Strike Commander**, there will be a greater diversity among ships encountered, requiring a more complex AI structure and many new ships and weapons.

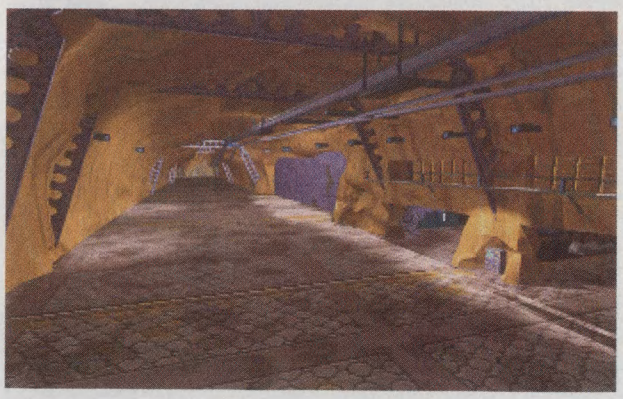
Merchants of Venus

One of the most important new features is that there is no need to stop playing. Merchants, mercenaries and the militia will always be hiring. Refineries will always need ore and pirates will always buy weapons. Opportunities will never dry up.

Because the needs and wants and homes of the population of Gemini Sector are fleshed out, they will continue doing business. This is a large and well-populated sector. The war will continue, commerce will continue, and if good credit is maintained, dealers will continue to supply accessories or even a new ship.



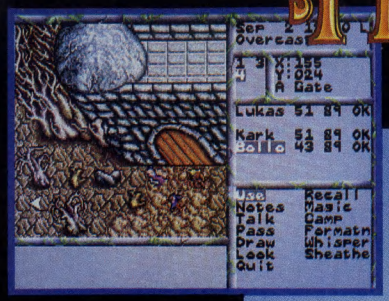




There is never a point in **Privateer** where a menu screen pops up to say that the game has been won and that players should go back to a saved game if they want to keep playing. This is a land of opportunity and adventure and one that traverses the polluted drizzle of New Detroit as well as the pastoral colleges of planet Oxford. All in all, quite enough to make one forget that it's 4am on a Wednesday morning.❑

***Privateer** is scheduled for March release by Origin Systems.*

The Magic Candle III™



The ancient Solian lands have new arrivals: Monsters of the Blight!

The Blight is consuming the ancestral homes of the elves and humans, halflings, goblins and orcs. It's up to you and your chosen heroes to slay the Blight's monsters and solve its mysteries!

With *The Magic Candle III,* Mindcraft continues its tradition of excellence in fantasy role-playing.

Your party will have characters handcrafted by you, marching side by side with the friends old and new your hero meets along the way. They will need weapons and magic—and, most of all, their wits—to survive and defeat the Blight!

Delightful 256-color graphics, glorious music and digitized sound effects, and a compelling story with fascinating characters make *The Magic Candle III* your key to many hours of enjoyment.

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

(Actual screens may vary.)

Reader Service No. 10

LUCASARTS STRIKES BACK

X-Wing: Brian Walker feels the force

The first question that springs to mind upon hearing that Lucasarts **X-Wing** is to be based upon Lucasfilms *Star Wars* trilogy is: what kept you? After all, it's been fourteen years since Darth and the gang first appeared upon the screen. But think about it: if a game based upon the film had been released anywhere around that period, Luke Skywalker and Co. would be thrusting into hyperspace in Apple II graphics.

When it was decided that computer technology was sufficienly advanced to do the series justice, Larry Holland was slated to the deliver the finished goods. Unfortunately, however, Holland's **Secret Weapons of the Luftwaffe** (**SWOTL**) went way over over schedule, postponing the arrival of the *Star Wars* project even further. In the light of the **SWOTL** experience, it would be a brave man who would announce a release date for **X-Wing**. In fact, the game is already late as it was scheduled for a September release. Let's just say it's close, and may even be out by the time this article appears.

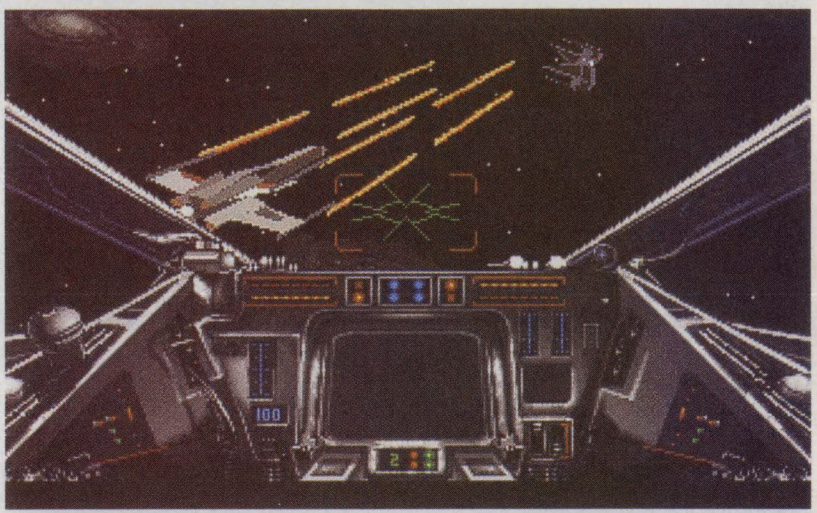
The opening sequence of **X-Wing** introduces players to the ongoing struggle between the Rebel Alliance and the Empire. The player takes the role of a newly recruited pilot for the Alliance. New pilots learn the basic flying and firing skills of one of the three major Rebel starfighters in the pliot's proving ground. Essentially this is a training scenario where rookies learn to negotiate obstacle courses and practice shooting.

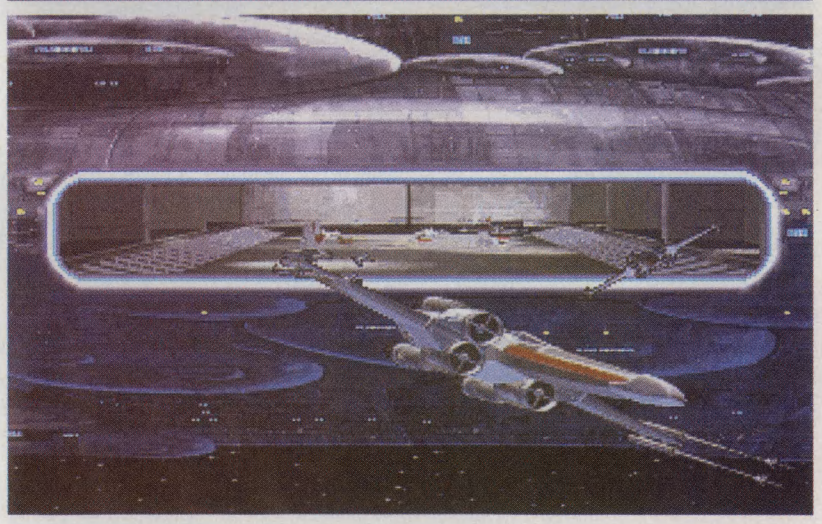
Once basic flying and combat skills have been mastered, pilots enter the Combat School where they may fly recreated historical encounters against the Imperial forces.

Moving on to the Combat Review Film Room, pilots can review their own or other pilot's missions and if they so desire, jump into the action as a mission is being replayed.

The 'real' missions come in the form 'tours.' In the tours, players take part in Rebel combat missions operations against the Empire. Each tour consists of between 12 and 15 missions. The tours can be played independently, but the intention is that players should play them chronologically to depict the struggle between Rebellion and Empire so that they form part of larger strategic plan rather than being autonomous.

X-Wing, however, is no mere 'shooter,' for in addition to a brand new flight engine which integrates polygon and bitmap technologies, **X-Wing** employs a new proprietary story engine called Landru, which was devloped by co-designer, Edward Kilham. 'Though first and foremost a combat simulator, we wanted to turn up the intensity of the simulation by placing it in a dynamic and belivable universe,' said Kilham. Adding to the intensity will be the sound which features dialog from the *Star Wars* movie and the digitized heavy breathing of Darth Vader. Also featured for the first time is Lucasarts proprietary *i*MUSE sound system which can compose music on the fly based upon player choices. The effect of this to produce music for 100% of the game, and to provide seamless transistions between dramatic sequences.





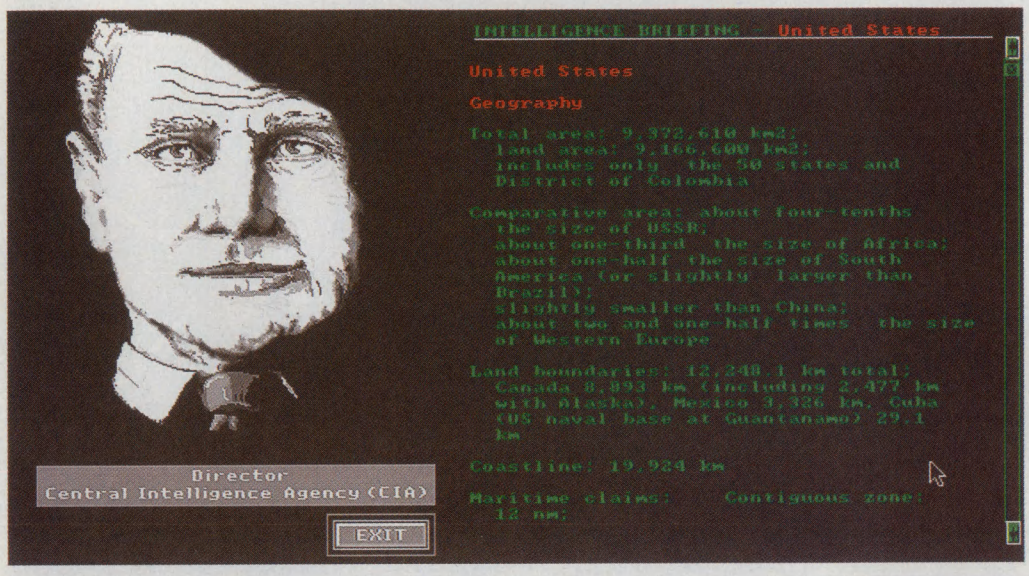
Most of the familiar names from *Star Wars* will be present in the game, plus there will be a cast of new characters. The main story involves the latter, but Luke Skywalker *et al* will appear at regular intervals. Add-on disks will feature at least two new Space Combat Tours featuring the rebellion. In addition, Lucasarts is already planning a sequel to **X-Wing** which will allow players to fly for the rebellion. A CD ROM version is also being talked about, but at this stage it is not known how it will differ from the floppy disk version.❑

***X Wing** is definitely scheduled for release by Lucasarts*

Shadow President

Old world order

By Steven Wartofsky



There has been nothing until now even attempting to scale the heights of global political, military, economic and diplomatic simulation reached years ago with Chris Crawford's **Balance of Power**. **Shadow President** comes as welcome news, then, just for that reason. It's an effort to integrate a thorough simulation of US global strategy, domestic politics, domestic and international economics, and global diplomacy, all based around real-world data gathered from the 1990 *CIA World Factbook*, available online for reference while playing the game.

Text appeal

The designers have obviously given lots of attention to providing detailed data for all aspects of the simulation. The problem is, the style in which that data is represented seems at some levels a bit old-fashioned, particularly in comparison with other recent information-intensive designs, such as **Sim Life**. There are lots of numbers thrown at the player; much of the information which comes across appears simply as extended text reports, realistic enough in its way but lagging in the flash factor count.

The main goal of the simulation is to excel in the role of the President of the USA, circa 1990. Impeachment, assassination, even a coup are all possible during the President's reign. Most importantly, policy must be implemented with an eye on the upcoming election (let's hope George Bush doesn't get a hand on this and start replaying the past two years to see where things went wrong).

The President is not alone in the effort to maintain his power and effectiveness; there is a cabinet of seven advisors (again, much like **Balance of Power**), each of whom has a special area of expertise. There's a National Security Advisor, a Secretary of State, a Secretary of Defense, a Press Secretary (the only woman on staff - this is obviously a Republican-era design), a Director of the CIA and, finally, an Economic Advisor. Each of these advisors will provide useful info in their specialty, and will respond to the player's actions. For example, my Press Secretary resigned in one round after I nuked Somalia to just get it all over with. With the assistance of these advisors, the player has a number of agendas which can become the focus of play. Hunger, Economic and Disaster Relief can do much to increase the President's global and domestic reputation; efforts can be made to intervene around the world and take action to reduce the likelihood of military conflict; governments can be surreptitiously overthrown; and if all that seems too tame, the might of the U.S. military can be brought to bear to create havoc and submission (dream on) around the world.

Nap hand

What this all means is that the player can play Mahatma Ghandi or Napoleon VI, depending on mood. Experiments can be created to see whether more aggressive or more ameliorative strategies are likely to prove both internally and internationally more effective.

The player may adopt a *laissez faire* attitude in all areas but one, and then concentrate on developing knowledge and skills in that area. (The influence of foreign aid on political policy and attitude is one of the more visible strengths of the design, something not usually seen in this kind of simulation). Finally, it's possible to test out whether simply going along with advisory input or formulating comprehensive policy with longer-term goals is more likely to be successful in the areas mentioned above. The advisors' advice is often conservative, and may often prove contradictory.

The interface lets the player select which country is going to be given Mr President's attention. Simply by dragging the mouse to various areas of the global map, crosshairs are made to move to specific countries, which highlight in red. The player can zoom down or up from global to regional to country displays, each providing a different kind of overview of the situation. Depending on how small it is, a country can then be selected from any level in which it's visible, moving the player to the next aspect of the interface.

Here, the player may make choices in terms of humanitarian, economic, military, nuclear and intelligence aid, and can also initiate diplomatic, economic, covert, military or nuclear actions. The choice is to use dollars or other means to effect policy, and which to choose is entirely contingent upon the situation with each

Designed by
Brad Stock, Robin Antonick, Charlie Athanas

Published by
D C True, Ltd.

Systems
PC

Graphics
256 color VGA

Sound
Sound Blaster, Sound Blaster Pro, AdLib

Supports
Mouse

country. Weaker countries, depending on their existent political alignments, can be bolstered against aggressive neighbors.

Each of the above-mentioned actions provides at least five different options, giving the player plenty of decision-making opportunities each step along the way.

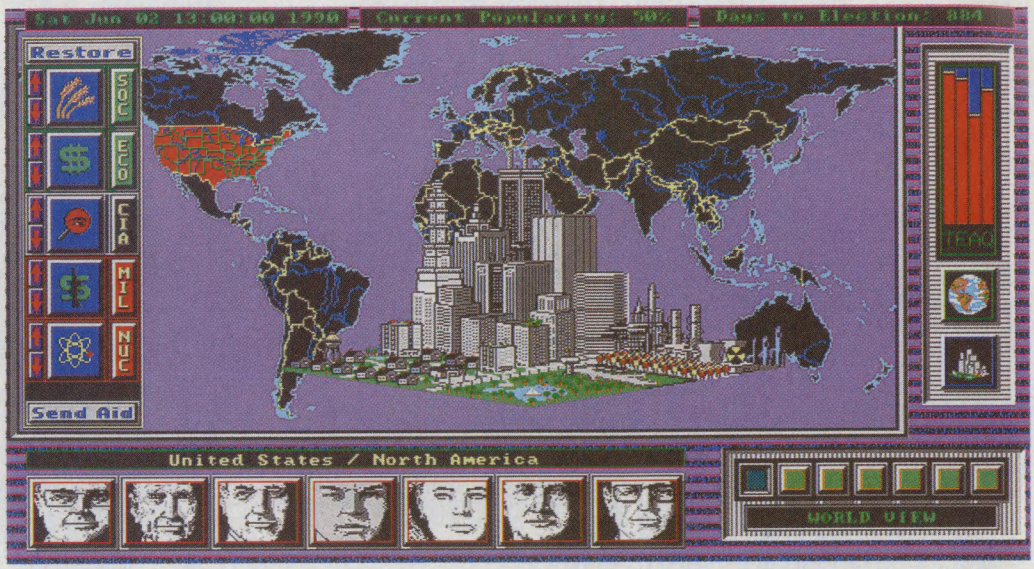
Year planner

Shadow President runs in real-time, which means that time is passing during the decision-making, the region-selecting, and the information-gathering portions of the game. The design seems to opt for providing real-time as a way of making the simulation a little more realistic.

Time will pass at a compressed rate, from one hour per second all the way up to one day per second, depending on player choice. Time can be stopped as well, to pause and look around, if that's the preferred way to play.

If there's anything to criticize in **Shadow President**, it's that, like some SSI wargame designs, there's a lot to absorb and it's mostly numbers and text. Rushing through all this is impossible, and the whole exercise feels rather more daunting than it need be; the computer could be used, in this day of high-quality graphics and sound design, to simplify the organization of information, but as the simulation stands, it simply throws masses of data at players and leaves it up to them to make sense of it all.

Nevertheless, **Shadow President** is a truly extensive simulation that will appeal to anyone with the vaguest interest in the subject matter.❑



GO MASTER

DOS Version Hercules, CGA, EGA, VGA
mouse, 640K RAM

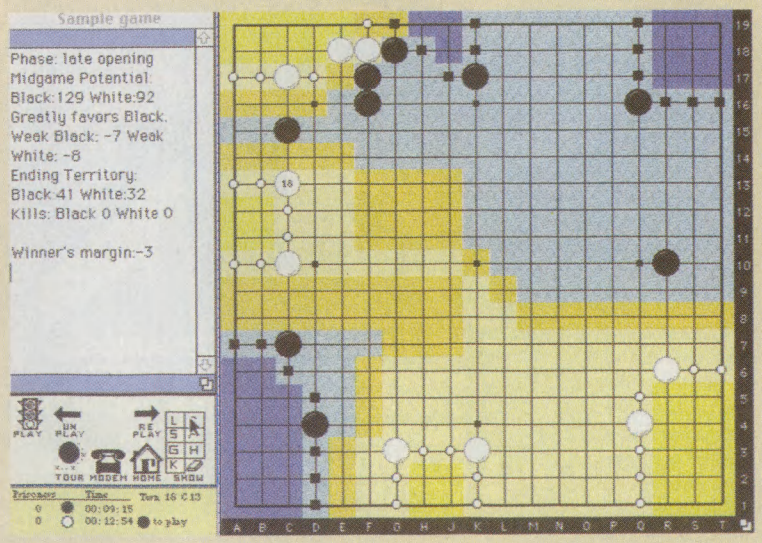
WINDOWS 3.1 Compatible*

The Board game of **GO** is savored by over twenty-five million players, who treat it as both an enjoyable recreation and a serious exercise in logic and philosphy.

GO can be learned in minutes and is taught in elementary schools in Japan. However, expect to spend the rest of your life mastering this incredable game.

GO is played by two oponents who alternate play black or white stones on the vacant intersections of a grid attempting to surround empty points while also thwarting one another.

Whoever incloses more vacant intersections at the end of the game, wins



"It's is very much like playing against a real person." - **PC World**

"1989 Strategy Game of the Year..." - **MacWorld**

Chaos Manor User's Choice Award - **Jerry Pournelle, Byte**

"Four Stars. . ." **MacWorld**

To order call
1- (800) - 753 4263

TOYOGO, INC.
Post Office Box 25460
Honolulu, HI 96825-0460
(800) 869-6469
(808) 396-5526
(808) 396-4126 (FAX)

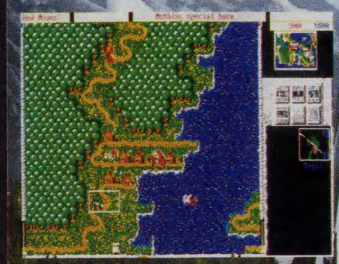
NEMESIS Deluxe combines GO Master (basic GO player and teacher) with Joseki Genius (corner openings) and Tactical Wizard (life and death analyzer) and Scribbler (game editor/annotator) for the most complete GO teacher available.

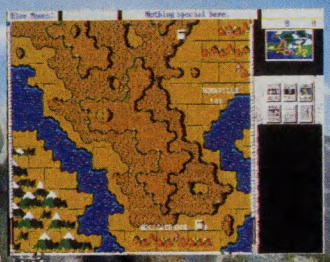
*WINDOWS 3.1 is a registered trademark of Microsoft Corporation.

Reader Service No. 66

CONQUERED KINGDOMS

Become the World's Greatest Conqueror!





Plunge into a medieval world to conquer Cascatia, an untamed land of conquest & glory. Invade castles, fly over mountains, and use the forest to your advantage as you battle across the Cascatian Realm, to become the reigning king. Just about the best strategy and tactics game you will ever play.

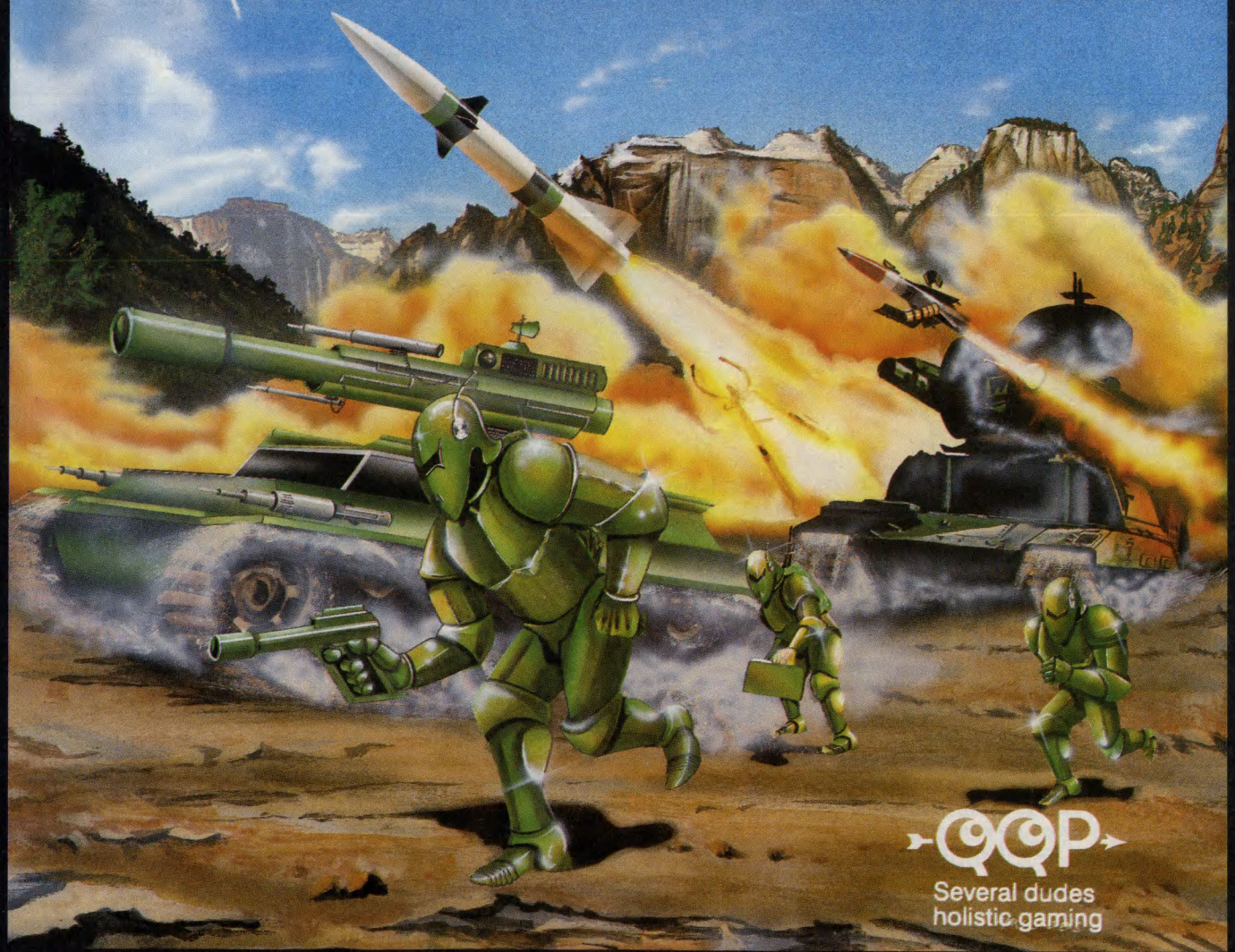
- **NINE BEAUTIFUL SCENARIOS.**
- **A RANDOM MAP GENERATOR.**
- **UTILIZE BASIC HUMAN UNITS, THE FANTASY UNITS OR BOTH.**
- **21 LEVELS OF PLAY (STRONG AI).**
- **MODEM PLAY.**
- **COMPLETE GAME SCORING HISTORY.**
- **RICH IN STRATEGY AND TACTICS.**
- **SEVERAL FULL CAMPAIGN CONQUESTS.**

The "Conquered Kingdoms" computer game is IBM PC and soon to be Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

©1992 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.
Amiga is a trademark of Commordore.

BATTLES OF DESTINY



Conquer the world in "Battles of Destiny." Seek out and destroy up to three opponents in this state of the art global conquest simulation. It's simple to play, but only a true master will reign in "Battles of Destiny."

- **Challenging Artifical Intelligence (9 levels of difficulty)**
- **Air, ground and naval combat**
- **22 different units to construct**
- **Modem play**
- **Over 20 beautiful worlds to conquer**
- **Complete player history**
- **Dynamic scoring system**
- **Campaign play**

The "Battles of Destiny" computer game is IBM PC. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

© 1992 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

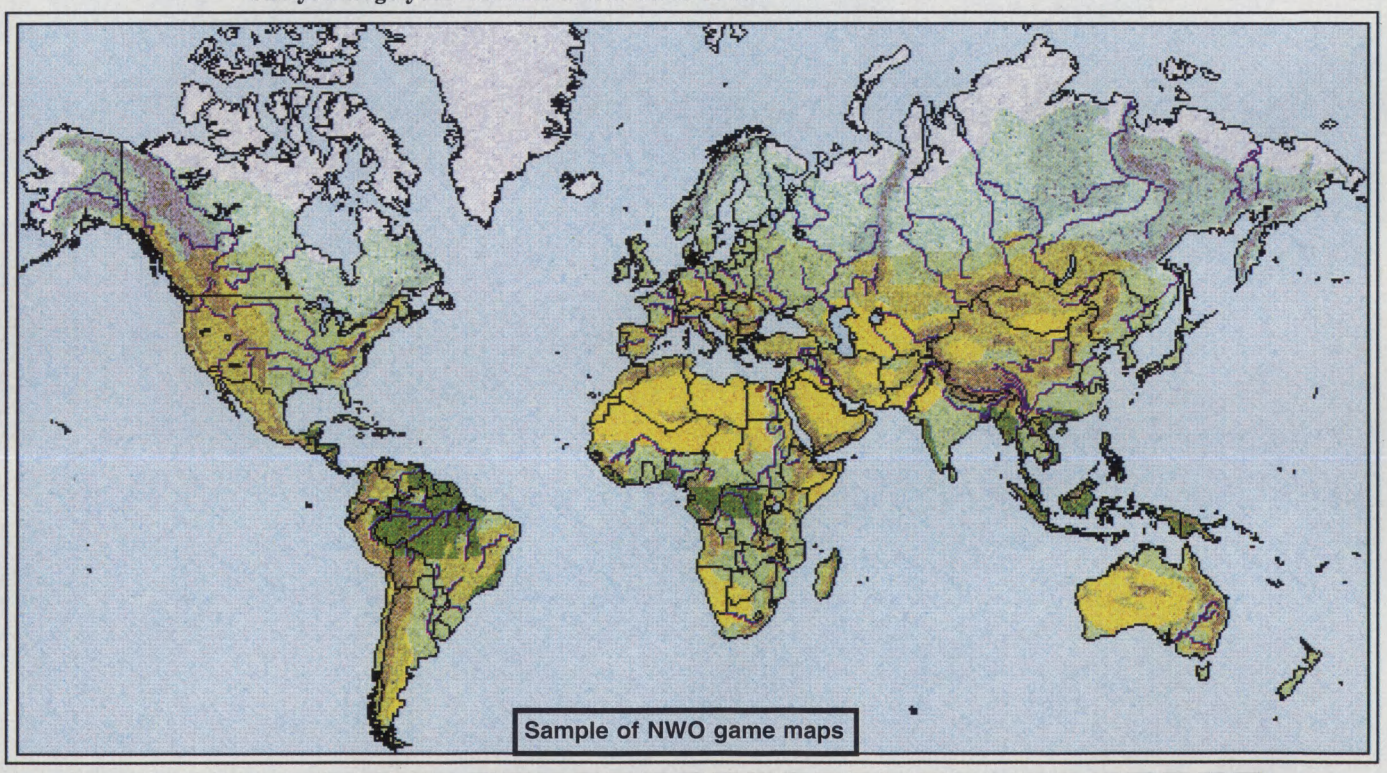
QQP
Several dudes holistic gaming

Machiavelli Designs presents the PC version of:

New World Order

Need an Opponent? Pick One!

When: World War II (1939-45+). Choose from scenarios or the campaign game.
Where: Earth - global simulation with multiple zoom levels. Toggle countries, cities and terrain.
Who: 1 to 5 (smart?) human or intelligent computer players. You select difficulty and complexity.
What: Realistic, historical simulation of strategic military, diplomatic, economic, political, scientific and social factors. Detailed specifications of all major weapons and production systems.
How: As Churchill, Hitler, Roosevelt, Stalin or Tojo, you struggle to shape the future of humanity. Can you forge your will into a *New World Order?*



Sample of NWO game maps

Free Service

Fill out and send us this coupon and we will match you up with gamers in your area. This is a totally free service... just what we think the hobby needs.

I wish to be enrolled in MDI's gamers' matching service. I release MDI from any liability for providing me with this service. (No purchase necessary).

_____
Signature (we need your release to enroll you)

I play: ❒ Historical & Military ❒ Role playing ❒ Fantasy & Adventure ❒ Other: _____

I want players for: (list games in order of preference)

1. _____
2. _____
3. _____
4. _____

Name _____
First Middle Initial Last

Address _____
Street or Post Office Box

_____
City State Zip Country

_____
Area code Phone

Please send me ____ copies of NWO at $59.95 each.
(California residents add sales tax. We pay shipping.)
Disk type: ❒ 5 1/4" ❒ 3 1/2" ❒ Check enclosed
❒ Bill my credit card # _____
❒ Visa ❒ Master Card Expiration date: _____

_____
Signature (required for credit card authorization)

Send coupon to: Machiavelli Designs, Inc. 2550 Ninth Street Suite 204, Berkeley, CA 94710 or order by phone (800) 955-4MDI or FAX (510) 486-0632

NEW

Pre-War and Cold War modules coming soon.

MDI
MACHIAVELLI DESIGNS INC.

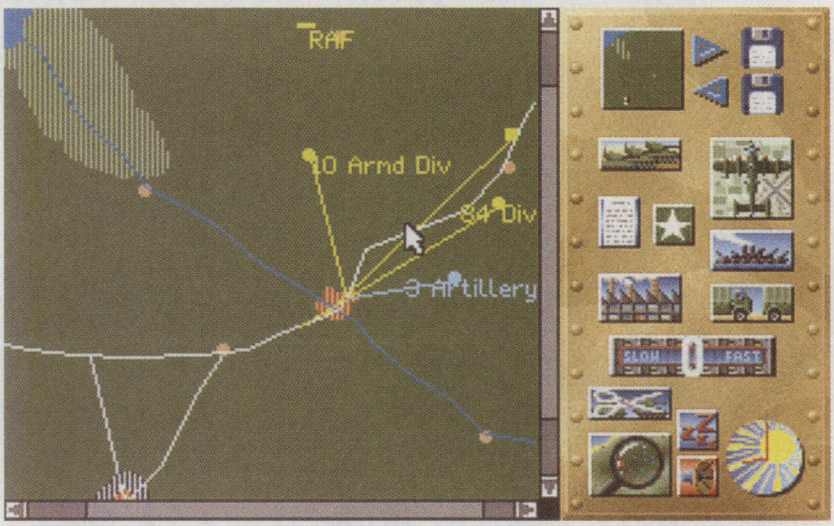
New World Order copyright 1992 by Machiavelli Designs, Inc. New World Order trademark 1992 by Machiavelli Designs, Inc.

Campaign

Group therapy

By Mike Woodhouse

Campaign offers a real-time simulation of Second World War combat at various levels of detail, from two or three groups in a tactical battle up to the all encompassing D-Day. Strategic and tactical considerations are catered for, the latter with an arcade-style combat system. A pile of extras (maps, posters and other WWII memorabilia) are included as well as two excellent manuals.



Forming a group

A number of scenarios are supplied, graded simple, average and complex. Tradtional military structures are abandoned in favor of the 'group'. Simple battles give the player up to three 'battle-groups' (the basic unit in the game) with which to achieve a specific objective, while at the other end of the spectrum, complex scenarios can involve upwards of 30 groups plus airfields and production centres. The literature supplied indicates that further sets of scenarios may be released later to cover other 20th century wars.

The strategic screen is divided into two: the map and a set of iconic controls. The map can represent a vast area; fortunately a simple zoom facility is provided. Friendly battle groups are shown as coloured circles with a line attached to indicate their ordered destination, if any. The group's description is displayed next to the circle, which can present problems with identification when two or more groups are adjacent, necessitating use of the highest zoom mode. For those of a mind to tinker, a fully-featured scenario editor is provided.

As is usual with computer wargames, enemy units are only shown on the map when visible to one or more friendly units. Movement is accomplished by pointing and clicking. When an enemy unit is sighted within artillery range, the player is given the option to open fire. Once two opposing units are close enough to engage, the relative strengths are displayed and the decision must be taken to engage or run away. Battles may be resolved automatically (and almost instantaneously) or the player can take control.

Any vehicle in the battle group may be selected to be put under player control. Different vehicles may be selected as the battle progresses or simply as the vehicle is incapacitated or runs out of ammo. Control is by keyboard and is somewhat reminiscent of the old arcade games which provided two joysticks, one for each track on the tank. The map of the immediate location is only a mouse-click away, which is just as well, because particularly in the early stages of play, the tank is seldom where the player thinks it is, much less headed in the right direction. If real tank warfare was that confusing (and I suspect that to a large degree it was), my respect for those guys has gone up considerably.

Mosquito bites

Airfields, when available, allow air strikes to be called down on enemy positions. A number of aircraft are available, although I was a little surprised to see that although four varieties of Mosquito are provided, there is no place for the Hurricane, a more widely-used British fighter than even the Spitfire. Production centres are added to the more complex scenarios and produce convoys of reinforcements and supplies which become available as time passes. Convoys are directed by giving the factory a destination in the same way that mobile units are ordered.

It should be borne in mind that **Campaign** is primarily a simulation of armoured warfare: although there are nearly 200 units described in the equipment manual (and impressively rendered in the program), infantry plays no part in the battles presented.

Facing up

All in all, this is a bit of a curate's egg. While the whole package looks very slick and the design indicates considerable effort expended, I'm just not sure that it's hit the mark. The best computer wargames to date have followed, and usually refined, (with varying degrees of success) the concepts developed over decades of face-to-face play. The strategic play in **Campaign** lacks real detail, while the tactical combat is played out in arcade style.

Campaign's box blurb proclaims itself to be 'Simply the most original war game ever!' It certainly is original, but in this market that may not always be a good thing. In even bigger type it declaims 'The Most Comprehensive Military Simulation of Warfare in World War II.' Read one way it may very well be true, but I'd recommend a healthy dose of salt be taken before swallowing this claim. **Campaign** is not a bad game, but it may be *too* original for committed wargamers.❑

Published by
Empire Software (UK)
Readysoft (USA)

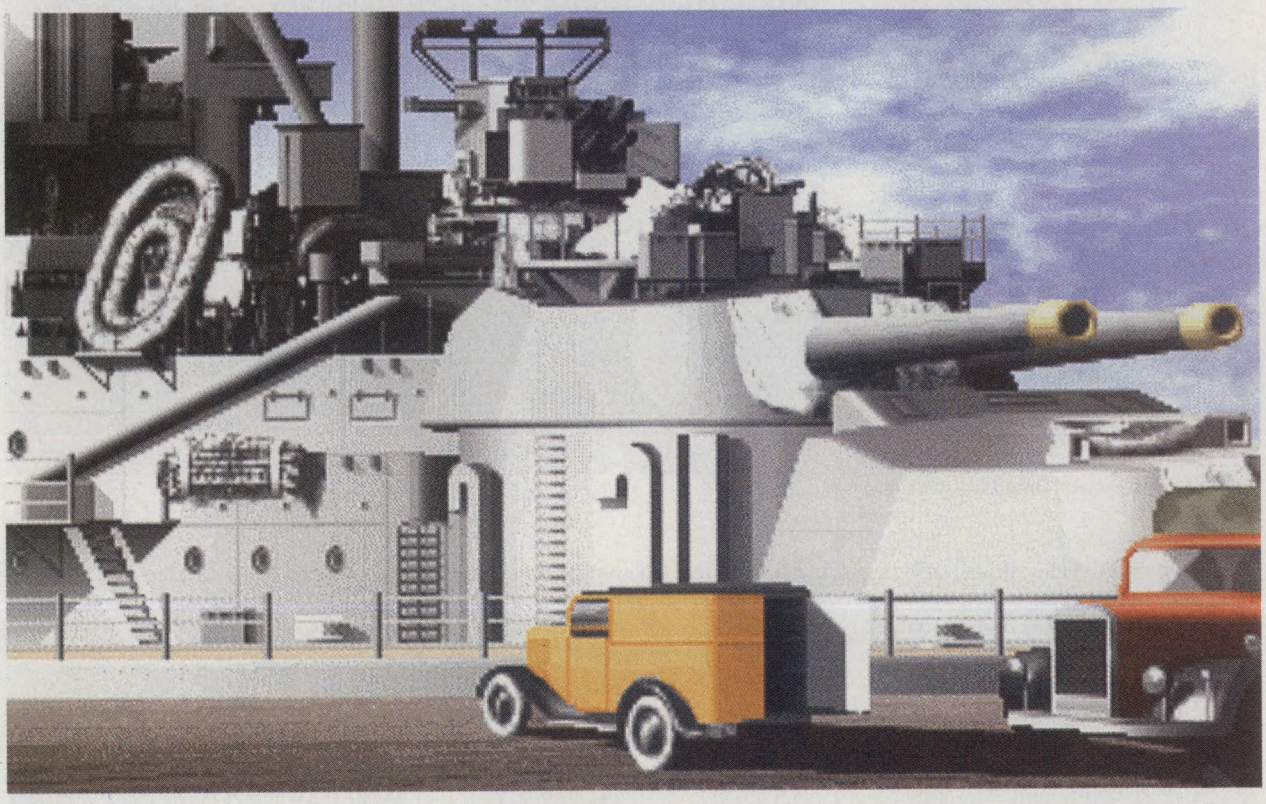
Designed by
Jonathan Griffiths

Systems
PC, Amiga, ST

Supports
Most sound cards, mouse

ALL AT SEA?

John Van Valer provides a guide for mariners lost in SSI's Great Naval Battles



Naval miniatures gamers will approach it with an experience and a familiar eye. Simulator fans will have other ideas on what needs to done. Wargamers will bring their cool minds and detailed plans. Other gamers will be wooed by its sleek look and promise. In the end, however, SSI's **Great Naval Battles: North Atlantic 1939-43** (**GNB**) will leave almost every gamer with a few questions about what just happened in their game and how to best approach the situations presented. Unfortunately, these questions will inevitably point toward game design philosophy, documentation, and outright bugs. A grasp of some of these issues will help players who want to get the most out of this interesting game.

Documentation

The first thing **GNB** players should do is read the manual, supplemental documentation and the readme file. Due to the numerous stations and controls in the game, it is much easier to handle one's forces if it is understood that, for the most part, the interface provides several different ways to accomplish a given task; typically, a menu command, a mouse shortcut (click on objects, or a combination key press and mouse click), and a keyboard command. Effective command, especially of multi-ship task forces, requires the ability be able to move around quickly. When all else fails, use the pause key.

The Ship Data charts at the beginning of the manual describe the critical differences between the ships used in the game. The Penetration Chart (p. 75) would seem to be key to effective battle management. After all, it appears that the Bismarck, for example, should be able to hit and penetrate almost every British warship at a range of 30,000 yards, while the same British warships cannot penetrate it at that range.

Tactical

A quick scenario will show that this is not the case, however. Despite extensive historical documentation, **GNBNA** offers virtually no further explanation of this critical game element. It turns out that the ship statistics in the manual only list the maximum armor thickness of a given area while there may be numerous other areas on the ship that are extremely vulnerable (the Hood, for example), yet they are not documented. Therefore, the Penetration Chart and even the Ship Data charts themselves should only be considered a very rough guideline and, sadly, probably of little use to most players. The only alternative is to find this hard data at your local naval library and, even then, it is not

Great Naval Battles is published by SSI and was reviewed in issue 26

EMPIRE™ Deluxe

The Modern Version Of The Award Winning Classic

- An Addictive Strategy War Game
- Network and Modem Compatible
- Super VGA Graphics
- Advanced Scenario Editor
- Superior Computer A.I.
- Digitized Sound Effects
- Various Difficulty Settings
- Completely Re-Playable

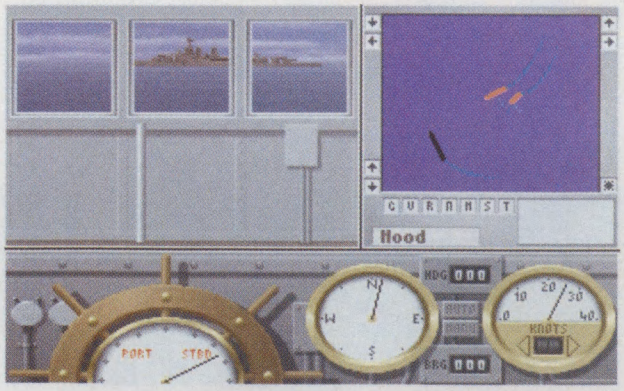
By Mark Baldwin and Bob Rakosky

AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT **1-800-325-8898**
(OR 1-818-999-0607 outside U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078-4302)

©1992 New World Computing, Inc and White Wolf Productions. Empire Deluxe is a trademark of New World Computing, Inc.
New World Computing is a registered trademark of New World Computing, Inc.
IBM screens shown. Actual screens may vary.

NEW WORLD COMPUTING®

Reader Service No. 88



clear to what extent the designer's have included such information into the simulation.

In tactical engagements, use of destroyers can often be the decisive factor. The computer AI places a very high priority on targeting destroyers and will often continuously shell a destroyer rather than engage capital ships. This allows human players to simply target computer BBs and heavy cruisers while sending in destroyers and light cruisers to draw off all the heavy enemy fire. Eventually destroyers will be sunk or crippled and the computer will finally engage capital ships - if they are still capable of doing so and numerous rounds of 'free' fire from friendly ships!

Clearly, destroyers and their load of powerful torpedoes are a major threat at close range, but they should not draw all of a BB's fire when at medium to long range, especially when chasing a fleeing BB and torpedoes are not realistic option because of range and relative speeds. Destroyers are also exceedingly difficult to hit, often only a 5-15% probability regardless of the range, compounding their disruptive effect on enemy capital ships because of the extra time and ammunition that must be expended to sink them.

Damage model

The final, and often most decisive, effect of destroyers relates to how the damage model in **GNBNA** works - or fails to. For all ships, damage is allocated by compartment. A hit will damage, destroy, flood, or set fire to at least one and possibly more compartments on one or more deck levels of the ship.

On all ships, though most noticeable and unrealistic on the smaller ones, once a compartment is destroyed it can still receive and absorb hits, saving other areas of the ship from damage. Furthermore, the number of compartments damaged in a hit does not appear to accurately reflect the ship's size and armor versus the shell size and range.

For example, a 15´´ shell from the Bismarck should at least do major damage to a lowly destroyer. In **GNBNA**, such a hit would likely destroy three of four compartments of superstructure leave the destroyer in fighting shape. If those compartments of the destroyer were previously destroyed, the hit has no effect at all!

To compound this problem, a last minute design decision made at SSI to not reduce the number of damage control parties as a result of ship damage (reflecting crew deaths/injuries and, presumably, morale) so that a given ship will always have all its damage parties available until it goes down. This results in miraculous repairs (a heavy cruiser recovering from a 40 degree starboard list in ten minutes of game time continues the fight during this period and while under fire!) and coupled with the 'hits to destroyed compartments' feature, allows ships to absorb a tremendous number of hits.

It is not uncommon for a single destroyer take over a dozen hits from 14´´+ guns and several dozen from secondary guns before sinking. The Bismarck could easily take over a hundred penetrating hits and use up the entire ammo supply of heavy British task force before it sinks! Its not hard to see why destroyers are so effective against enemy capital ships - they're very difficult to hit, pose a significant threat if they can launch an effective short-range torpedo attack, can absorb dozens of repairable hits, and are worth relatively few victory points. With an effective destroyer screen, one or two battleships should be able to sink several enemy battleships with almost no damage to themselves.

There are a number of other useful tactics. Keep on eye on the range circles for all guns. The Bismarck's secondary guns, for example, have far superior range to most British secondaries so closing the firing range to bring more guns to bear is always effective. In addition, one may find that some guns lose their targets or stop firing for unknown reasons, especially secondary guns. Simply switch to manual control for that station and click on the individual turrets to see if manual retargeting helps. Keep an eye on ammunition supplies as they have a way a disappearing quickly. Don't overlook the value of torpedoes either. Use destroyers and light cruisers to make torpedo runs at enemy ships. If nothing else, these attacks will disrupt enemy fire as they maneuver to avoid the attack and may even result in a hit. Against slow moving convoys, a good torpedo attack can sink two or three merchantmen.

Observation aircraft

Observation aircraft should also be very useful, but a bug in version 1.0 renders them useless as they do not affect hit probability when shadowing an enemy ship. In tactical engagements, aircraft from carriers can and should be used. Depending on the initial engagement range and force composition, waiting for the carriers to launch an airstrike before aggressively engaging the enemy can be useful.

For both observation and carrier aircraft, planes not landing before the engagement is over are lost. Since an engagement is automatically terminated when the last enemy ship is sunk, care should be taken to land all aircraft before finishing off the last enemy - or one's planes may go with him!

In convoy attacks, some escorts may not appear, since only seven to ten ships out of the entire convoy can be engaged, and others may be at the very limits of the engagement range - effectively out the battle before it starts and prone to cruising beyond range and thereby disengaging.

Attacking destroyers should attempt to clear out any escorting destroyers and engage the merchantmen with guns and torpedoes. Attacking BBs and CAs should scout for escorting BBs, CAs and CLs and can attempt draw them away from the convoy merely by their presence. This will allows the attacking destroyers to wreak enormous havoc with the convoy and effectively split the engagement into a destroyer vs destroyer/merchantmen and a BB/CA vs. BB/CA/CL battle. In any event, the defender is often at a major disadvantage in convoy attacks because of the seven to ten ship limit, most of which will be merchantmen, and, at best, only have one or two capital ships with which to defend.

Strategic level

At the strategic level, the campaign games pose interesting scenarios, but the computer AI is very poor at coordinating its naval resources and can be easily defeated. Nevertheless, the historical Allied and German strategies work well and should be followed.

The British should use their superior numbers to wear down the Germans, keep them away from convoys, and accept equal exchanges in ship losses. Damaged German ships will have to cruise near British waters on their way back to port and can be sunk then if not earlier. The Germans can usually avoid the GIUK gap cruiser screen, or just use superior speed or bad weather to break a shadow, and sail into the convoy lanes for good hunting.

British air power should be avoided at all costs and a careful eye on British task force sightings will generally give the German player a good idea of where the major enemy forces are stationed. With far fewer ships and a long routes of attack, the German player cannot trade losses with the British.

The greatest challenge for the German player may well be limiting his diet of convoys in order to insure that his ship have ammo in case of interception on their return voyages. This will involve

running in and out of Brest for rearming and refueling and occasional returns to the Reich for repairs and to regain effectiveness.

To re-arm, a task force should disband when it reaches port and wait until after midnight when the ship will be magically refueled and rearmed. When ships' effectiveness ratings get below 60%, they should head back to port for shore leave to avoid breakdowns before engagements. Don't help the British out by going into battle with disabled systems! This can be tedious, but it will save ships in the long-run and reduce the chances of 'bad-luck' engagements.

Land-based air power should be used to attack any ships foolish enough to fly within range. Ships in port are subject to automatic airstrike and Brest is not a good place for German ships to stay for more than a few days.

Carriers

Carriers are most effective with hit and run airstrikes and as part of a shadowing force. In a shadow group, the intrinsic air search range of the carrier makes it very difficult for shadowed ships to break away. During the day, the carrier can launch airstrikes and gradually wear down the shadowed ships until a stronger task force is ready to intercept and engage. Though carriers are slower than some of the German ships, the computer AI will not run its forces at full speed in attempts to break shadows by slower ships.

Task forces should be composed of ships capable of fulfilling a specific mission. For the British, mixing slow ships with fast ones will make it very difficult to catch the speedy Germans. An interception task force should consist of at least two BBs, two or three CAs/CLs, and a three to five ship destroyer screen. A force such as this should be able to inflict at least moderate damage on most German raiding groups and make them an easy kill for a followup interception task force. Shadow forces only need two fast cruisers and possibly a CV.

German task forces need only consist of a BB and a CA, two BBs, or two or three of the pocket battleships. The principle German concern is convoy attacks and these small task forces are very capable of destroying several convoys before returning to base for resupply. Any more ships is simply overkill. Because ships' effectiveness ratings drop with each engagement and over time, it is better to stagger sorties several of these smaller raiding task forces so that there are always German forces hunting for convoys while one or two task forces are heading to or returning from port.

The limited range of the German CLs and DDs will keep them out of the Atlantic for the most part and in reserve for supporting capital ship raids on Murmansk convoys. In any convoy interception, the German player should not be surprised to find one of the older British battleships on escort duty. Such an escort should still be easily overcome by the smaller, higher quality, German task force.

1.1?

GNBNA has numerous bugs and design problems that dramatically alter otherwise sound strategy. SSI has promised that there will be a version 1.1 that fixes some of the bugs. The **GNBNA** system is quite nice and it would be ashame to let it go unfixed. It remains to be seen what can be done with some of the design problems. The upcoming Scenario Editor should allow players to construct more balanced engagements, perhaps with no destroyers, and better experiment with the capabilities of the various ship classes. The other expansion disks may also help to provide better balance, especially if they can be integrated into the campaign games. Hopefully these enhancements will make **GNBNA** more enjoyable and challenging to all gamers.❑

"The best simulator I've ever seen!"
Rick Zalud, Computer Game Review

"Makes the term 'virtual' redundant!"
Dave Moskowitz, Video Games and Computer Entertainment

"Sets a totally new standard for helicopter simulations!"
Arnie Katz, Electronic Games

"Redefines the state-of-the-art in computer simulation graphics!"
Computer Gaming World

TEAR INTO A NEW REALITY!

BEYOND THE EDGE OF THE ENVELOPE

COMANCHE™

MAXIMUM OVERKILL™

From NovaLogic™, the creators of WOLFPACK™.

COMANCHE™ MAXIMUM OVERKILL™ is the promise of 3-D simulation action come true! You command the ultimate in 21st Century Attack Helicopters - the Boeing Sikorsky RAH-66 Comanche, not just over, but *in and around ultra-realistic 3-D terrain.* Can it be true? Absolutely! Thanks to NovaLogic's radical new simulation environment VOXEL SPACE™, which produces graphics *500 times more detailed* than any of those tired old polygon graphic games. You'll dive from mountain peaks, dart through winding canyons, and roar through pulse-pounding combat in stunning cloud-filled skies.

So get ready for awesome graphics, unprecedented speed, and sweat-dripping, teeth-clenching, white-knuckle excitement unlike anything you've ever experienced on a personal computer. Tear out to your nearest software dealer and tear into a new reality!

- *Smoothest, richest terrain graphics ever seen in a real-time simulator*
- *First simulator with real-time controls of RAH-66 Comanche*
- *Unsurpassed speed and maneuverability*
- *Real-time fly-bys through actual terrain data*
- *One-minute learning curve*
- *Superb musical score and sound*

CREATED BY

NOVA LOGIC™

ACTUAL SCREENSHOTS

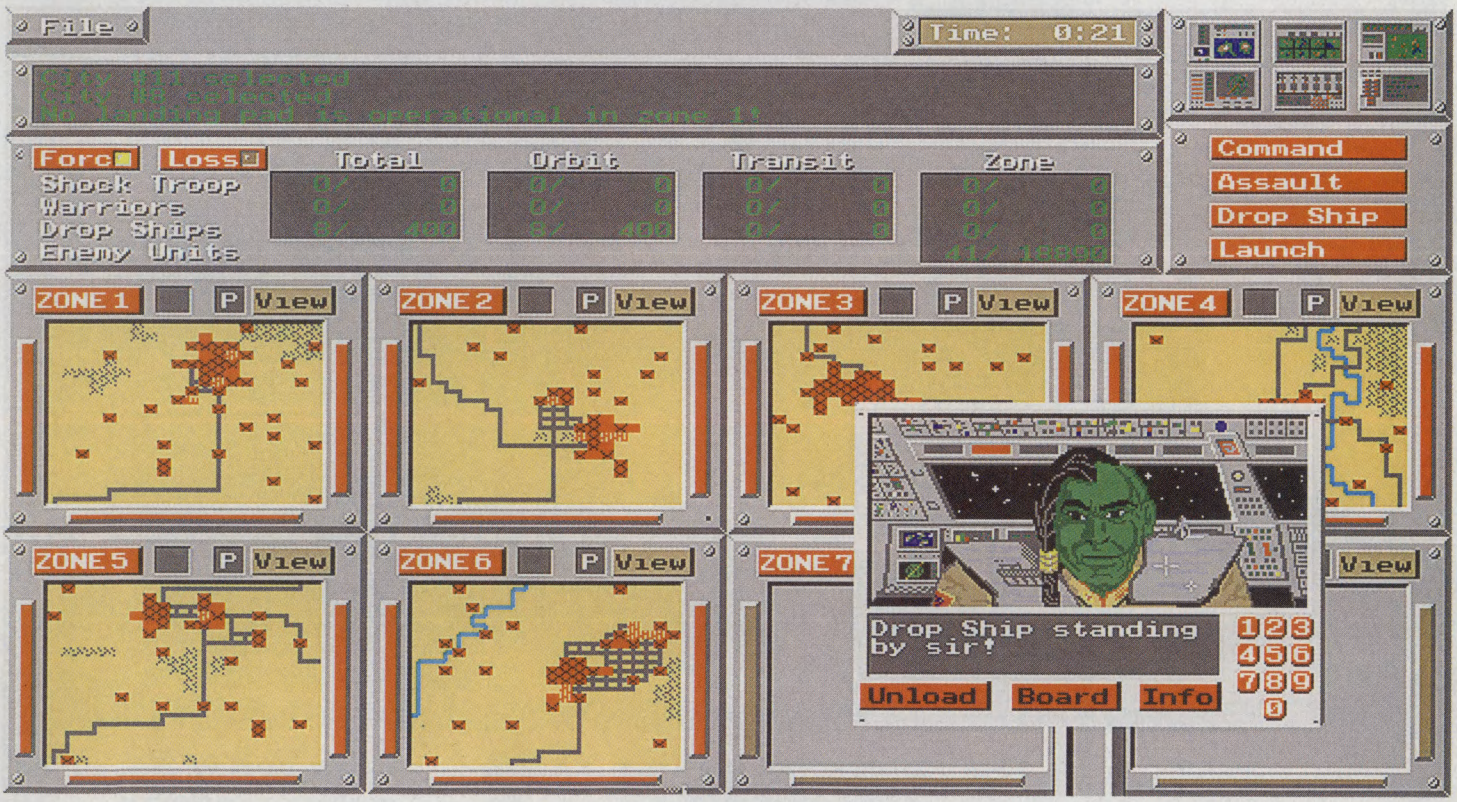
For the IBM-PC 386 SX or greater. 386/486 32 bit mode game with 4 megabytes of linear addressed power!

Wolfpack, Comanche, Maximum Overkill, VOXEL SPACE, NovaLogic, and the NovaLogic logo are trademarks of NovaLogic, Inc., 19510 Ventura Blvd., Ste. 200, Tarzana, CA 91356 © 1992 by NovaLogic, Inc. All Rights Reserved.

Reader Service No. 100

Levelling the Planets

Dean Bakeris on strategy and tactics for Mindcraft's Star Legions



Star Legions is a derivative of the planetary invasion module in **Star Fleet II - Krellan Commander**. It was designed by Trevor Sorensen, and the original module was co-authored by Mark Baldwin. Sorensen's new company, Supernova Creations, transformed the original module into a new stand-alone game. Its graphics and user interface were completey redone by Brett Keeton, and the game play and features were greatly enhanced.

Star Legions is a real-time planetary invasion simulation (as opposed to turn-based games like **Empire**). Real-time combat simulations, especially where the player can control several battles (invasion zones) simultaneously, calls for a whole new philosophy of strategy and tactics that may be unfamiliar to many, even veteran, traditional computer wargame generals. Although the **Star Legions** manual contains many useful techniques, this article presents even more tips that might just make the difference in obtaining the coveted, but elusive, *Hero of the Empire Gold Skull* decoration.

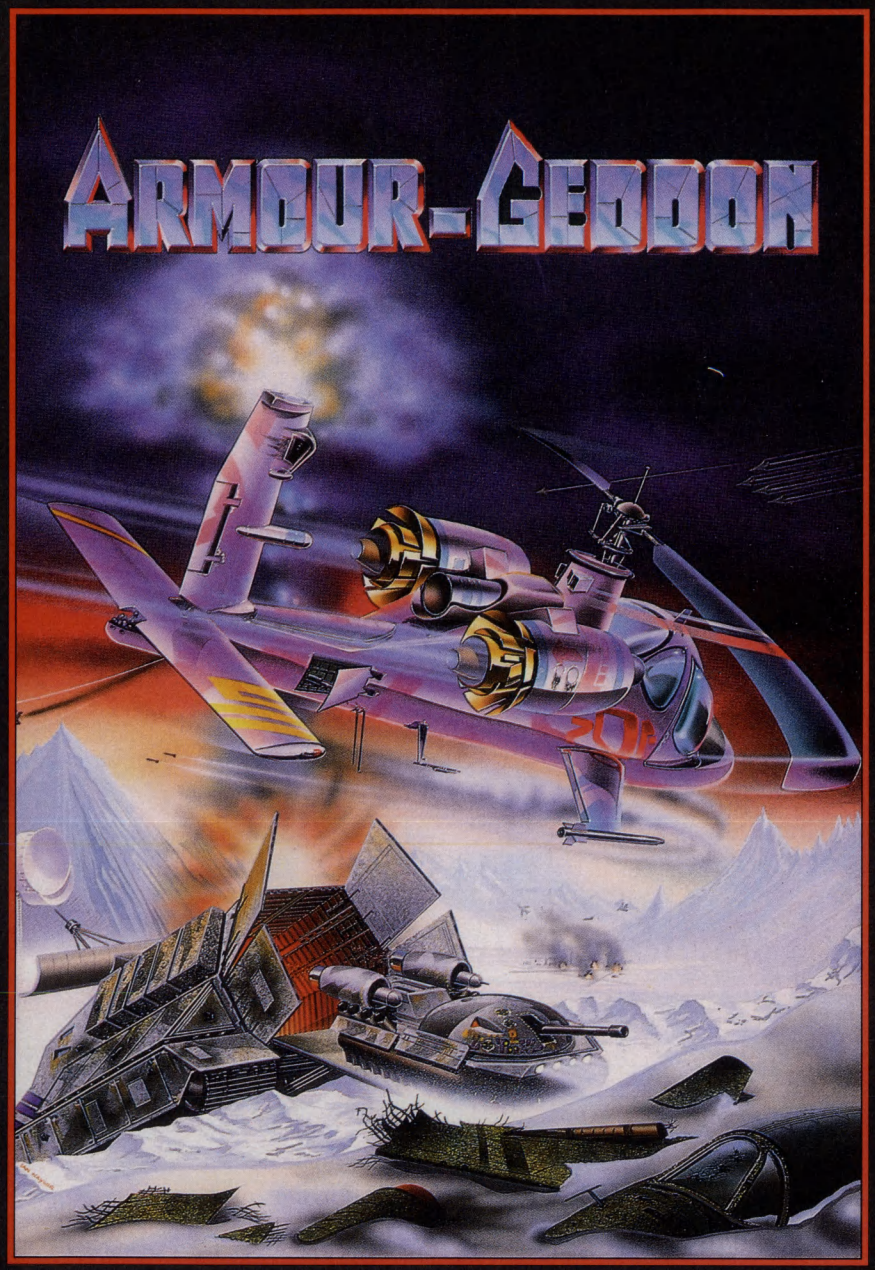
While the first few missions may seem easy, don't be fooled - it gets harder. Most low tech level (1-4) planets can be conquered with shock troops alone. There is no need for armored warriors and drop ships. On these early missions, gain familiarity with invasion control and techniques. Try to control as many invasion zones at once as possible to develop multiple zone invasion skills. An effective commander will use his forces in several zones at once.

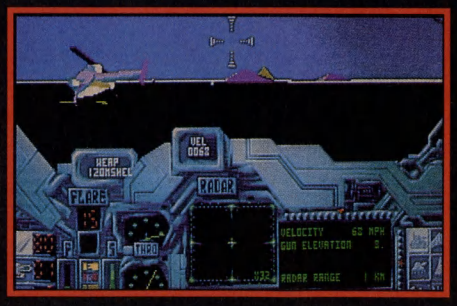
Developing skills

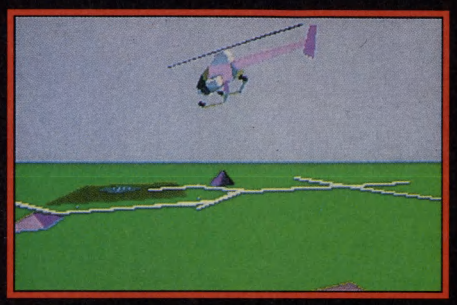
The most efficient way to conquer a zone on low tech level planets is to capture the city and village areas. Beam shock troops down to quadrants with city areas in them. If city areas are located in different quadrants, split the forces. Use the 'capture' command for the quickest victory.

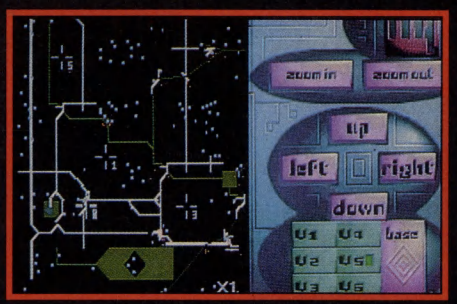
One objective on low tech level planets is to increase the

Star Legions is published by Mindcraft and was reviewed in issue 25









ARMOUR-GEDDON

The Balkan War of 1997 devastated the earth . . .

Decades later, two conflicting factions survive: The hostile and combative surface dwellers, and the subterranean society of the Earth Defense Network (EDEN). As a warrior member of EDEN's High Command, it's your sworn duty to defend your civilization from the marauding surface dwellers and destroy their deadly laser beam cannon before it annihilates your people.

Armour-Geddon puts you in the front line! Plan the attack and leap into combat, battling the enemy from the cockpit of six different high-tech vehicles. Striking from the air in your stealth fighter, bomber or helicopter you eradicate the enemy's power grid. Decimating enemy installations, you retrieve their advanced weapons systems in your fleet of surface attack vehicles. Assembling the captured technology, you develop the only weapon on earth powerful enough to crush the enemy's aggression: the Neutron Bomb.

Armour-Geddon takes realism a step further with high speed computer graphics, heads-up cockpit displays, full soundboard support and the sophisticated head to head serial link option that permits two EDEN warriors to simultaneously coordinate their attack.

Any closer to the action and you'd need body armor!

Psygnosis, 29 Saint Mary's Court, Brookline, MA 02146 Tel: 617-731-3553

To order Armour-Geddon and protect the people of EDEN, visit your favorite software retailer or call **1-800-GET-PSYG**

PSYGNOSIS

legions' battle ratings, which start at 70%. A legion's battle rating is increased by earning battle honors. Battle honors are based on the amount of combat in which the legion engages. Battle hardened troops will be necessary to defeat UGA regular forces encountered later. Use the 'reduce' command to have the cohorts target enemy forces. This increases the number of battles the legion has and the number of battle honors earned. This tactic should be balanced against the fact that targeting forces, rather than taking over cities, will increase the invasion time. However, time is not too critical a factor at these lower tech levels. This strategy will not work on tech level 1 planets since there are no enemy forces - just peaceful villages for the taking.

Experiment with manual control of a drop ship and the loading of warriors on a tech level 4 planet since there are no air defenses. If a particular zone has proven strong against shock troops, build a landing pad, load a drop ship with warriors, and launch it to the desired zone. The warriors will deploy and quickly defeat the local militia. Don't forget to withdraw the shock troops after the warrior cohorts deploy (this is a good habit to develop).

Earning glory on high tech planets

The Krellan universe is one of 'conquest and glory' and this is where the action heats up. A tech level 5 planet may possibly be defeated with shock troops alone, but it will be costly. On higher tech level planets, shock troops will no longer suffice. Warrior cohorts will have to be transported to the planet's surface via drop ships.

The two most important rules to follow at the higher tech levels (5-7) are:

- Don't waste shock troops
  Shock troops are a valuable asset which, when depleted, will leave the Krellans hanging in space with no way to open up new invasion zones. Beam unneeded or badly outnumbered shock troops back to the ship as soon as possible.

- Eliminate surface to air lasers (SALs)
  SALs can take out a drop ship and eliminate up to six warrior cohorts in one stroke - a substantial loss! It is critical for the player to knock out the SALs before trying to land a drop ship.

After initially selecting the eight invasion zones, be sure to turn on auto reinforce (AR) in the Drop Ship Control Panel. Remember that AR is zone specific, and if a city is deselected and a new one selected, the AR will be off for that new invasion zone.

Shock recovery

Shock troops move quicker than local militia or UGA Regulars, so they always have an edge in getting to places. While moving cohorts directly, try to go around forts. They can pin down the cohorts, interfering with them reaching their objective.

Move the feint troops to the edge of the zone away from the second wave - preferably onto rough terrain, since the terrain defense factor will help them defend against enemy counterattack. The feint troops may lose one or more cohorts, but this is acceptable if the second wave completes its mission.

To recover the shock troops from the feint wave, order each shock troop cohort to withdraw just before an enemy unit moves adjacent. The cohort will beam up before the enemy can attack. Or let them fight to the death to keep the enemy occupied, but wasting a large number of shock troops is not recommended. Don't give orders to the cohorts (especially 'withdraw' and 'move to') and forget about them - Krellans cohort commanders are renowned for their disdain to orders and may revert back to local command after they come into serious contact with the enemy.

If a city is small but heavily defended, send in a few shock troops and immediately move them to the corner opposite the city. These troops must be prepared to fight to the death. When most of the enemy units are counterattacking the shock troops, send in a large assault force onto the city (if possible) or between the enemy and the city. Be sure to select the 'capture' command. With any luck, the city will be captured before all the shock troops are destroyed. If not...

Do not build a landing pad adjacent to the edge of the zone. The cohorts from the drop ship will not be able to all deploy at once. One trick is to build a landing pad and then withdraw all Krellan units. If all the troops leave the zone before the enemy moves adjacent to the landing pad, the enemy may retreat back to the city and leave the pad undisturbed.

Reinforcements

If a zone has an operational shield, beaming in one shock troop cohort will cause enemy units to move towards the cohort. If the shock troop is beamed back up after enemy movement is detected, the enemy units will withdraw to under the shield (protection from bombardment). This could leave open spaces for a wave of shock troops to beam down and build a landing pad. Form a defensive line between the cohort building the pad and the enemy units.

Just before the first drop ship lands, change the zone command to 'standard' or 'capture'. Use 'standard' if enemy units are nearby or else the cohorts may move off towards the city and leave the pad open to destruction. If an enemy unit is next to an empty pad (especially if there are no cohorts next to the enemy to engage him in combat), go to the Drop Ship Control Panel, deselect AR for that zone and order the drop ship to return. Otherwise, the drop ship and its cohorts may be destroyed if it lands while the enemy is attacking the pad.

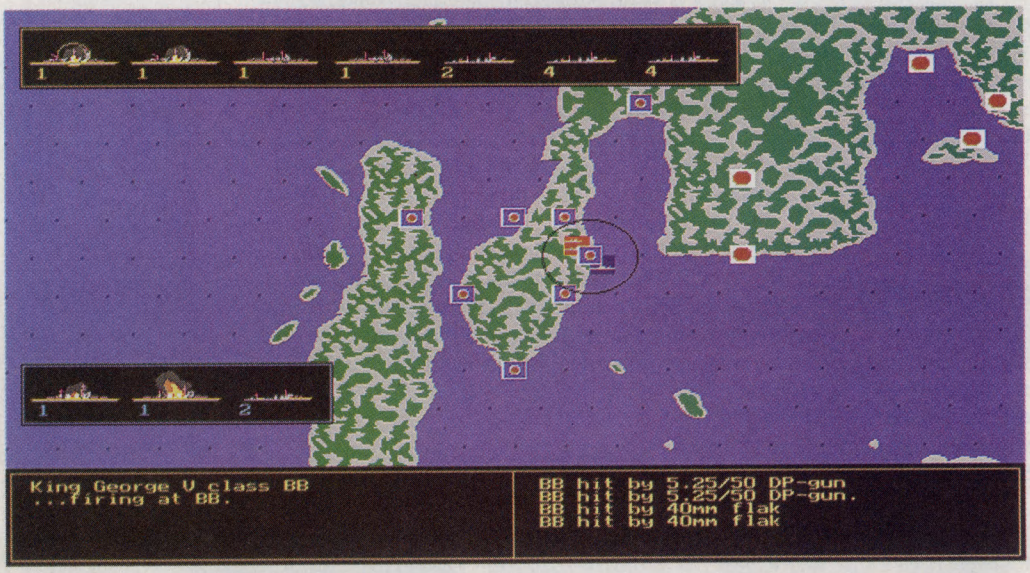
If the invasion is going badly (obviously due to incompetent subordinates) and help will be needed, do not wait until the last minute to call KHQ. It takes a while for new troopships to arrive at the planet and sitting around idle will not help the mission rating. On a tech level 7 UGA planet, an extra troopship or two is usually neccessary. Although calling for and receiving help hurts the mission rating slightly, it's better than failing.

Even when attacking from a position of strength (ie the bad guys are outnumbered), don't be afraid to send reinforcements. Fewer men will be lost by completely overpowering the foe.These are just a few of hints to use against the weak and pitiful UGA forces. There are many more strategies and tactics than outlined here. Be sneaky, find the weak spots, and show no mercy! Remember that only the strong survive in the Krellan Empire!❑

Pacific War

The monster returns

By John Van Valer



Designed by
Gary Grigsby

Published by
SSI

Systems
PC

Graphics
VGA, EGA

Sound
Soundblaster, AdLib, Media Vision, Thunderboard, Roland LAPC

Supports
Mouse, play-by-mail (both manual and electronic)

Players
1-2

SSI's annual Gary Grigsby monster wargame release continues in 1992 with **Pacific War**. The entire conflict in the Pacific between the Japanese Empire and the Allies during World War II is covered from December 1941 to August 1945. The map alone runs from Eastern India to the Western United States and from Alaska to New Zealand. Game scale is one week per turn. Fighting units are represented down to the individual ship, plane, submarine, tank, artillery piece,and infantry squad. **Pacific War** is truly a monster game.

Design challenge

The campaign in the Pacific has been a very difficult subject to translate into game form. The enormous geographical area alone has challenged designers with the simple question of scale. It's hard to simulate a major naval engagement of forty ships with a game scale of several hundred miles per hex. The war effort can simply become too abstract in an easily playable simulation form. The sheer scope of logistical efforts, moving hundreds of thousands of men, thousands aircraft, and millions of tons of supplies to remote locations across an entire ocean, often became games unto themselves - and not very exciting ones at that.

Unlike its predecessors (**Western Front** etc), **Pacific War** adds numerous informational and graphic windows that appear with a single mouse click. Despite these welcome enhancements, there are still several dozen commands to master and the interface does not present them well. The manual needs to be consulted for more details about a command - a considerable step backward for modern computer wargames.

The most significant new command to the system is the Battle command. This allows one to review, in detail, the result of all air, sea, and land engagements during the past turn. While only briefly mentioned in the manual, this significant command allows players to save games and play-by-mail or e-mail, something not possible in the other games in this series. One player can watch the battles take place, finish the turn,and then exchange the saved game (about 100K) with another player who can then review each battle and plan his portion of the turn.

Scenarios include 1941, 1942, Guadalcanal, Marianas, and Leyte Gulf campaign games. The two shorter scenarios are Rising Sun (December 1941-March 1942) and Coral Sea/Midway (May-June 1942). SSI has actually included a tutorial that covers the beginning of the Guadalcanal campaign. This tutorial is a welcome addition, especially due to the complexity of **Pacific War**, but only covers one turn and is insufficient for those not already familiar with the game system.

Computer assist

Actual combat operations in the Pacific are divided up into areas of responsibility by headquarters command. Each side has a number of headquarters representing an army, fleet, or specific geographical region, through which one assigns objectives and, ultimately, individual unit orders. Players can control everything or rely on some level of computer assistance in managing headquarters operations.

For example, to effect operations in the Guadalcanal area, the Allied player must work through the South Pacific headquarters to direct its subordinate units to their objectives. Alternatively, the player could simply tell the headquarters the regional objective is the island of Guadalcanal and let the computer assistant issue unit orders. This system is historically accurate and generally makes the game easier to play.

Whereas **Western Front** used political points to allow various actions, **Pacific War** uses preparation points to represent logistical and planning efforts. Land movement and combat is not hex based, as in Grigsby's previous games, but is area based. Since most of the battles in the war were fought in and around specific objectives due to geography and very rough terrain, traditional hex to hex combat is inappropriate for the game's scale.

Follow the leader

Successful combat will almost always necessitate the involvement of a strong leader. **Pacific War** includes numerous leaders for both sides. Leaders are assigned to individual task forces, air groups, combat formations, and headquarters. As the war progresses, new leaders will become available. Leaders can be reassigned and

The new face of horror.

Plunge into a chilling maze of terror where vampires, werewolves and zombies prowl the dead of night. Confront Kairn, whose lethal powers flow from the blood of his murdered family. Will you emerge as the final victor? Or become his final victim? Your fate will be sealed within the Veil of Darkness.

- Unravel terrifying riddles. Fulfill bone-chilling quests. Clash in a deadly face-off with the vampire Kairn.
- Live the horror with heart-stopping graphics and animation, stunning cinematic sequences, haunting music, and blood-curdling sound effects.
- Fight for your life in one of three combat levels. Use the right weapon to destroy each ghoul, werewolf, and zombie. Or die.
- Meet a host of spectral characters whose dark secrets reveal more of the mystery.
- Sink deep into this gothic nightmare with state-of-the-art game play. Immerse yourself with the easy-to-use Real Time Visual point-and-click interface.
- Record every step you take with line-of-sight auto-mapping and print-out feature.

For more information, call SSI at 408/737-6800.

Veil of Darkness™

IBM 256-color VGA

©1992 Strategic Simulations, Inc. All rights reserved.

even killed during the game.

The economic side of **Pacific War** is disappointing. Since the entire war in the Pacific is covered, it would make sense to allow the Japanese player and even the Allied player, to some extent, to choose what type of units will be produced. Unfortunately, players are limited to historical production in the form of reinforcements

Choosing help for either side at the start of the game will accelerate reinforcements. Overall, this part of the game is far too rigid in structure and does not allow any player experimentation with historical force mix. What if Japan had produced more carriers, better submarines, etc?

On the other hand, the supply and logistical system is quite good. The computer handle supply for both sides. The computer forms routine convoys to carry fuel, supplies, resources, and oil to bases all over the map. If the computer cannot provide supply to a base due to potential enemy air or naval activity, the player can easily find the base and setup a special supply convoy for it. Without such a system, **Pacific War** would suffer the same fate of some of its board wargame ancestors and be virtually unplayable due to the enormous complexity of the convoy system.

The right signals

Another crucial area the game succeeds in is Signals Intelligence (SIGINIT). This represents the very successful historical effort by the Allies to intercept and decipher Japanese communications. Quite often the success of a game simulating the Pacific war can be based solely on how it handles this aspect. As with supply, Grigsby's efforts here are entirely successful. Each turn, the Allied player can select Japanese units and see if his code breakers have come up with any information on their force composition, mission,or leader.

Is everything in this game, including the kitchen sink? Well, no. There is at least one significant item missing. A printed reference map. Even the most avid follower of the Pacific campaign would have a hard time remembering the name and location of every island, city, and base on a map that covers almost one-half of the planet's surface. And yet, as they did in **Western Front**, SSI has elected not to include what would have been a handy playing aid.

As with most of SSI's wargames, **Pacific War** is intended for a very specific audience, the serious or hard-core wargamer, who has both the time and patience to invest in the game. A full game with full human control over all of one side's forces could easily take 200 hours to complete. With a modern interface and various other computer specific enhancements, **Pacific War** could have had broader appeal. Grigsby's efforts as the sole designer and programmer for the game are monumental, but it needs the support of a larger team and it seems that SSI was not interested in providing that extra assistance.

Pacific War is a landmark computer wargame in that it successfully handles one of the most difficult and cumbersome board wargame subjects but, unfortunately, there may not be all that many gamers willing to make the effort that **Pacific War** demands. Those up to the task, however, will be rewarded.❑

TACKLE THE BEST

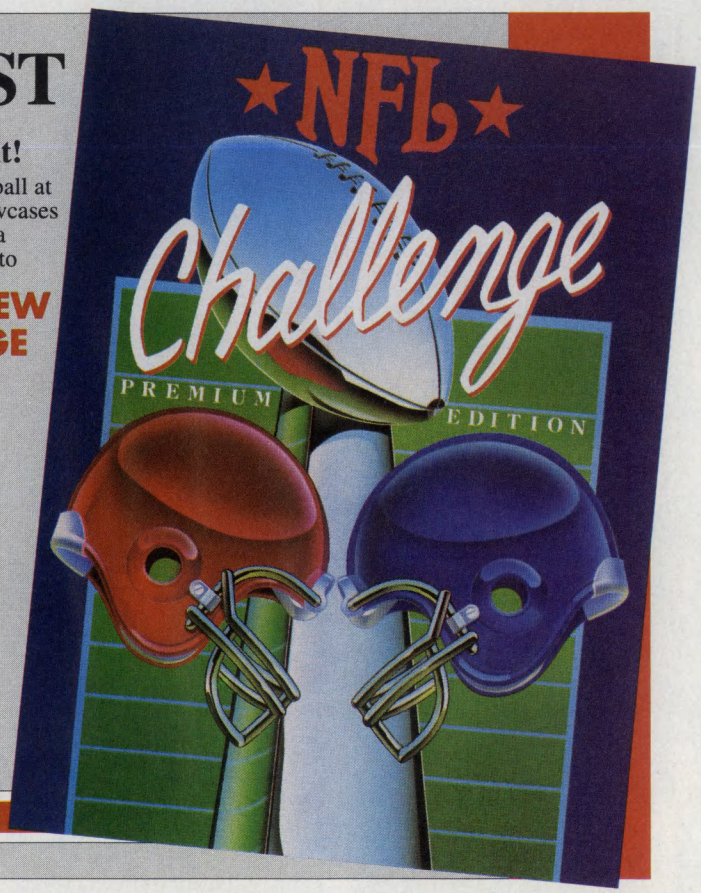
Computer Football like you've never seen it!

Explore the exciting and physical world of professional football at its finest. Turn on the heat with an offensive attack that showcases your best personnel, then dare your opponent to get through a defense that blitzes and stunts at every opportunity. Play up to fourteen games at the same time as you coach your team to the Super Bowl!

AN ALL NEW CHALLENGE

The PREMIUM EDITION includes:
- All 28 NFL teams
- Sophisticated Offensive and Defensive playbooks
- Best simulation model available - includes the Run & Shoot!
- External Stats Compiler and full League Support
- Digitized Sound Effects
- Choice of Human or Computer opponent
- Weather conditions, multiple game injuries, and much more!

NFL Challenge™ PREMIUM EDITION sets the standard all computer football games are measured against! TAKE THE CHALLENGE ... Grab your playbook and HIT THE FIELD!



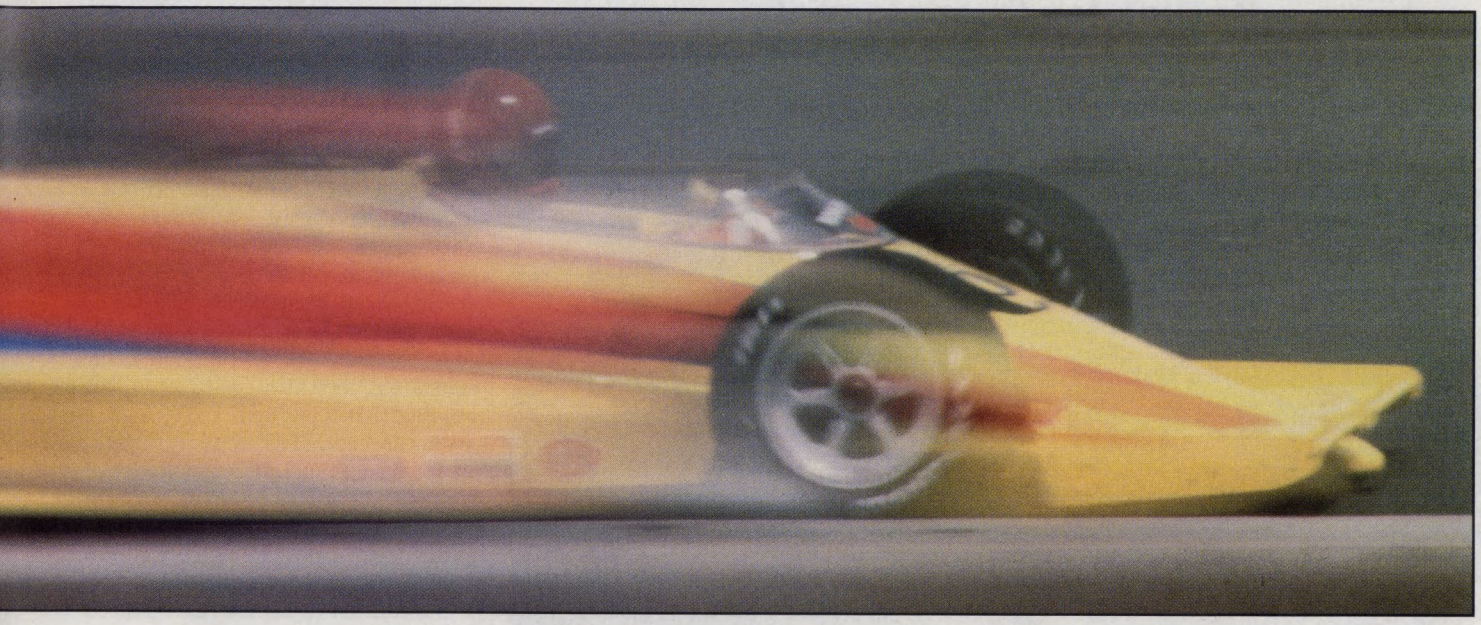
HOW TO ORDER:
Available wherever great computer games are sold, or call: 1-800-635-2425
Mon-Fri, 9am-4:30pm CST - with VISA/MC/AMEX
Requires VGA graphics, 640K and a Hard Drive
Apple Macintosh version available soon.

NFL™

© 1992 XOR CORPORATION ALL RIGHTS RESERVED

Reader Service No. 83

If it were any faster, it'd be a flight simulator.



Hit the accelerator in **World Circuit** and you'll really fly.

Scorching through all 16 demanding Grand Prix racetracks at speeds of up to 200 mph, you'll race your Formula One against 25 independent computer-controlled drivers.

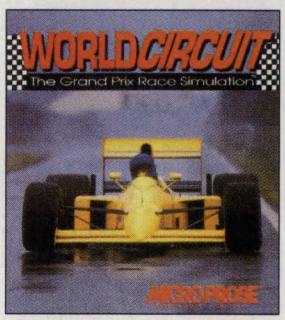
You'll fend off challengers in the Phoenix Grand Prix. Overtake rivals on the streets of Monaco. Or negotiate savage hairpin turns on the Suzuka Circuit. And you'll do it all with a slick line-up of features.

Features like realistic Formula One handling and performance. Authentic cockpit instruments. Three racing options. Joystick-controllable driving functions for superior control. And customizing options to design your own Formula One racer.

Actual screens may vary.

All of which will have you graciously accepting the Grand Prix World Champion trophy in no time.

World Circuit from MicroProse. Catch it if you can.



MICROPROSE™
ENTERTAINMENT • SOFTWARE
SERIOUSLY FUN SOFTWARE

To get our free catalog, call **1-800-879-PLAY** Mon.-Fri., 8:30 am-5:00 pm EST
or fill out the coupon and mail it to: MicroProse Software, Inc.
180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

QAG

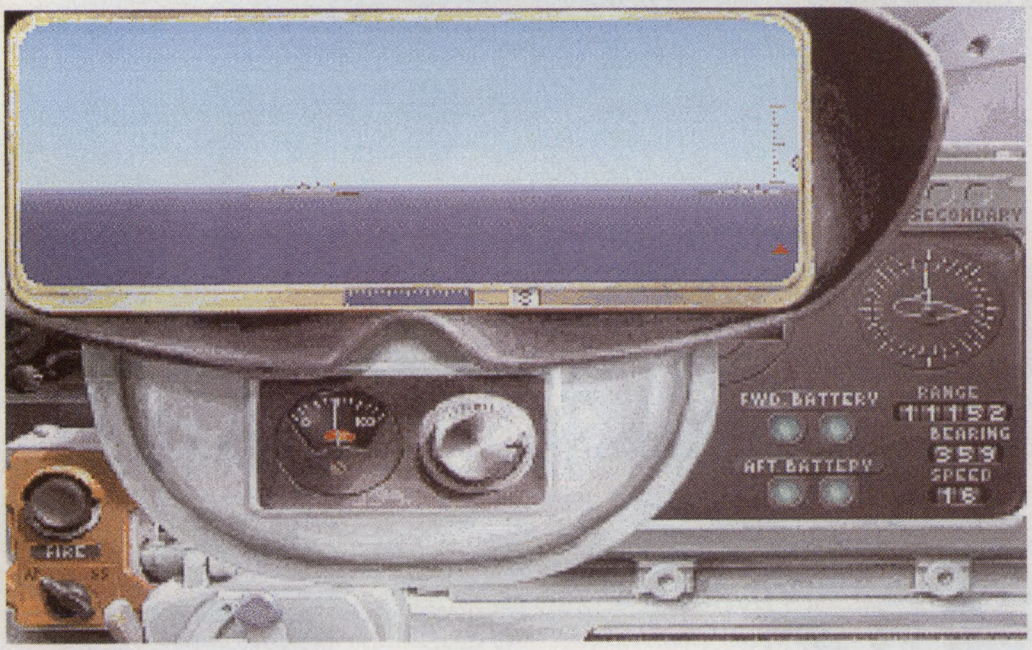
Reader Service No. 5

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

Task Force 1942

Battles for Guadalcanal

By John Van Valer



Designed by
Lawrence Schlick

Published by
Microprose

Systems
PC

Graphics
VGA, EGA

Supports
Mouse, most soundcards

Notes
This review was based on late beta. Problems were experienced with the copy protection scheme, though Microprose assured us that these would be corrected in the finished version

The beautiful opening action scene of a destroyer in combat alone makes Microprose's **Task Force 1942** (**TF1942**) worth looking at for anyone interested in naval simulations. Combined with this with newsreel-style reports throughout the game, and **TF1942** offers tremendous flavor for the battles it portrays. Of course, the second question is: how well does it actually model the topic?

Scenario builder

Task Force 1942 recreates the naval battles between American and Japanese forces in the Guadalcanal area from August until December 1942. American forces invaded the island of Guadalcanal in August 1942 in an attempt to stop Japanese expansion in the Solomon Islands and retake this strategically important island. For the rest of the year, American and Japanese task forces attempted to resupply their respective forces on the island resulting in many extremely ferocious day and night-time naval battles. Ships of all types, from transports and destroyers up to the mighty battleships, are at the players' disposal.

There are three different options for play. Historical scenarios allow players to try their hand at one of several battles around Guadalcanal while the campaign game recreates five months of the conflict. Alternatively, players can create their own battles with the simulated encounter option. Virtually all the non-carrier surface class warships of the U.S. and Japanese navies are included in the game's database so there are quite a variety of possible battles. If things haven't gone well in a historical scenario, players can vent their frustrations by taking command of a battleship and go destroyer hunting in one of the custom scenarios.

On the surface

The heart of the game is the surface battle simulator. Similar in many respects to Microprose's earlier **M1 Tank Platoon**, players are involved in the battles at a number of different levels. They can take the role of task force commander and issue orders to his various ship divisions, play at the level a division commander, or command an individual ship. Most players will probably want try all the roles at some time during a battle. Issuing formation and heading orders are fine, but when the shooting starts, it's always fun to jump to the lead ship try to save the day.

Overall battle management is done on a tactical chart of the engagement area. Here, players can reset the scale and time rate of the battle while they maneuver their divisions of ships toward the enemy. The relative positions of ships are displayed and as enemy ships are spotted, they appear on the chart. Hits, near misses, and torpedo wakes also appear during the course of battle. As new ship formations are chosen, the ships maneuver to their newly assigned positions and a new formation appears. Since most of the battles are fought near land, there are often small islands and portions of larger islands to consider during maneuvers. The interface at this level is primarily mouse driven. Clicking on a friendly ship division brings up information about the division's heading, speed and composition.

Action stations

At the individual ship level of command, the player is given a first person perspective of the action. Starting at the ship's bridge, one can move to torpedo director, damage control, ship's wheel, observer, binocular, engine telegraph, and gun director stations. A ship's charts station allows the player to return to the tactical chart level. At the gun director station, for example, the player can spot enemy ships, engage the targeting computer and open fire with both main and secondary guns on the enemy.

The observer view allows a player to go outside the ship and view it from a reconnaissance plane perspective. The ship can be zoomed in on and circled. While not useful for most combat situations, the view is rather spectacular - especially during night engagements.

TF1942 uses the standard Microprose VGA filled polygon graphics to display the ships rather than bitmaps, as in SSI's **Great Naval Battles**. The overall effect is quite nice and only enhances the game's feel. While bitmaps allow more fine detail, such as individual gun barrels on a ship's turret, the polygon graphics require less processing power so the game should run better on slower PCs.

Before you play Special Forces, you'd better put on your game face.

When your drop-point is smack in the middle of fierce enemy forces, you'd better dress for the occasion.

That's why, in *Special Forces*, you're equipped with high-powered rockets. Rapid-fire pistols. Rifles. Grenades. And whatever it takes to secure your objective quickly.

Your objective? Today it could be rescuing a POW. Tomorrow, sabotage or cutting off enemy supply lines.

But you can't do it all alone. So take along your pick of the military's elite commandos to help you. Specialists who you'll have creating diversions, sniping, setting off explosives, jumping enemies, and carrying out your master strategy.

Special Forces from MicroProse. Defeat is not an option. What you wear is up to you.

MICROPROSE™
ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE

To get our free catalog, call **1-800-879-PLAY**. Mon.-Fri., 8:30 am-5:00 pm EST or fill out the coupon and mail it to: MicroProse Software, Inc. 180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

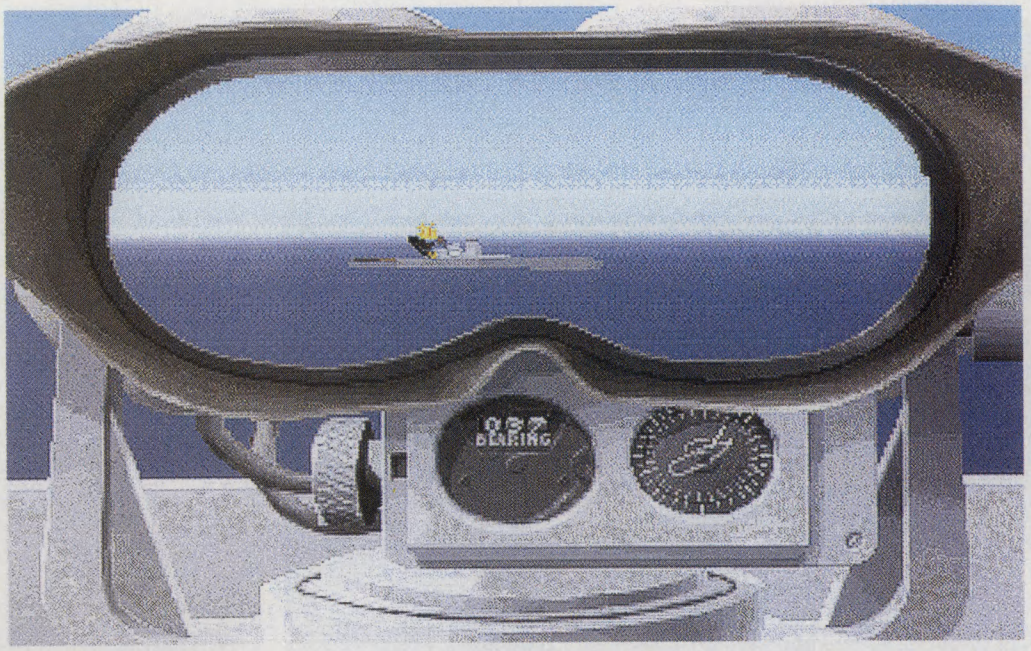
Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: ( ) _____ QAH

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.



Microprose appears to have spent a fair amount of time creating detail for each ship type as they are generally distinguishable from each other when viewed from the binocular or gun director stations. As a ship takes damage, fires and smoke will appear onboard. Near misses are depicted with large splashes in the water nearby. When firing guns, each gun salvo is shown hurtling toward the enemy ship. Large battles night battles are quite spectacular with all the flares, salvos, and ships on fire. Quite a fireworks show!

Batteries included

There are a few problems with the ship level first person interface, however. Most annoying is the fact that as one moves from station to station, the station's settings are not retained. For example, if the player spends a few minutes setting up a firing solution at the gun director and decides to go look at the ship's charts to see how the rest of the battle is going, the gun director settings are lost upon return! While the gun director also allows targeting of a specific ship and will automatically track it while the player is at the station, it does not allow tracking of a player specified target. In the case of two enemy ships passing each other, the gun director will track the first one it 'sees' and not allow the player to specify which ship he really wants to track. The result is confusion over which ship the targeting solution is meant for and a number of wasted salvos during the discovery process. On ships with primary and secondary batteries, there is no way to target separately for each battery. It can be done manually, but is probably too tedious and cumbersome for most players.

Another point of frustration for some will be the size of many of the battles. Each side will usually have a dozen or so ships. Unlike the traditional flight simulators where players are only concerned with their aircraft, in **TF1942** there are lots of ships to command and moving from ship to ship in the first person mode is not an effective way to manage a battle. There is simply too much to do.

Damaging effect

From an authenticity standpoint, there are a several questions to be answered. The manual includes a good deal of data and a few lines of commentary for each ship class, but the critical data is in too many different parts of the manual. As it stands now, there is simply too much hunting through the manual to find out this information.

The aspect most lacking in the game is in the area of damage control. Damage to ship systems is denoted with a status light in the damage screen as well as some accompanying text detailing general ship condition. While repair time varies with current extent of ship damage, no estimate of repair time or other status reports are given. Systems will just suddenly start working as they are repaired. If a ships guns are out of action, for example, players have no way of knowing how long repair might take. Messages from repair crews, or ship status updates from other officers onboard would go a long way toward making the players feel that they is are not all alone on the ship and out of touch with the crew.

Aircraft do not appear during engagements and are only used in the campaign game. The computer controls actual strikes while the player can specify how many aircraft should be on search missions. Historically, most of the battles were at night because of the threat of air power during the day. If ships are caught at sea during the day, a message box will appear and mention that a task force has been attacked by aircraft.

Unlike many other simulators where the enemy is easy to distinguish and there is little 'fog of war', **TF1942** does a very good job of portraying the confusion and dangers of multi-ship night engagements. 'Friendly fire' against friendly ships was a major problem historically and is a real danger in the game as well. Distinguishing friendly ships from enemy ships at night, under fire, and with lots of smoke from other ships can be as difficult in the game as it was historically. The confusion that plagued most of the surface action around Guadalcanal is handled well in **TF1942** and helps to distinguish it from most other simulators. Players feel that they are really involved in the action.

First installment

Despite some interface problems, and a few gray areas about game data, **TF1942** is very enjoyable and approachable for both experienced naval gamers and newcomers to simulation games. The feeling of player involvement is quite high and the battles themselves are generally quite interesting and worth replaying.

For the true grognard, the campaign game promises many of hours of play and more than a few challenges. Players should take some time to look at the manual and check supplemental documentation for data, such as commander descriptions and ratings, that were left out of the manual. The designers have stated that **TF1942** is only the first of a series of naval simulators from Microprose, with the next installment to be an aircraft carrier game the covers both plane-to-plane and plane-to-ship combat.

In the interim, **TF1942** should keep players very busy.❑

History records the evolution of man's journey to the skies... ...Now you can relive it.

Blast your way through dangerous, low-level attacks. (RBMB)

Sink enemy ships with torpedoes and dive bombs – if you can. (Aces of the Pacific)

Hang on as enemy fire rips through your cockpit. (WWII: 1946)

Take on the great Axis and Allied aces in one-on-one duels. (Red Baron)

The Great War Planes™ Series

From the mud-filled trenches of WWI to the smoking ruin of Pearl Harbor, the evolution of flight is celebrated in Damon Slye's epic *Great War Planes*™ series of historical flight simulations. Beginning with the award-winning *Red Baron*®, the series continues with WWII Pacific Theater combat in *Aces of the Pacific*™ and moves into modern-day action over the Persian Gulf with *A-10 Tank Killer 1.5*™. Now the excitement continues with all new expansion disks for *Red Baron* and *Aces of the Pacific*. The *Red Baron Mission Builder* updates the classic WWI simulation with new planes, new aces and a powerful mission builder that allows you to create your own historic missions. For *Aces of the Pacific* comes *WWII 1946*™, an expansion disk that explores the new planes and missions of an alternate future where the atomic bomb was never dropped and WWII continued past the boundaries of history.

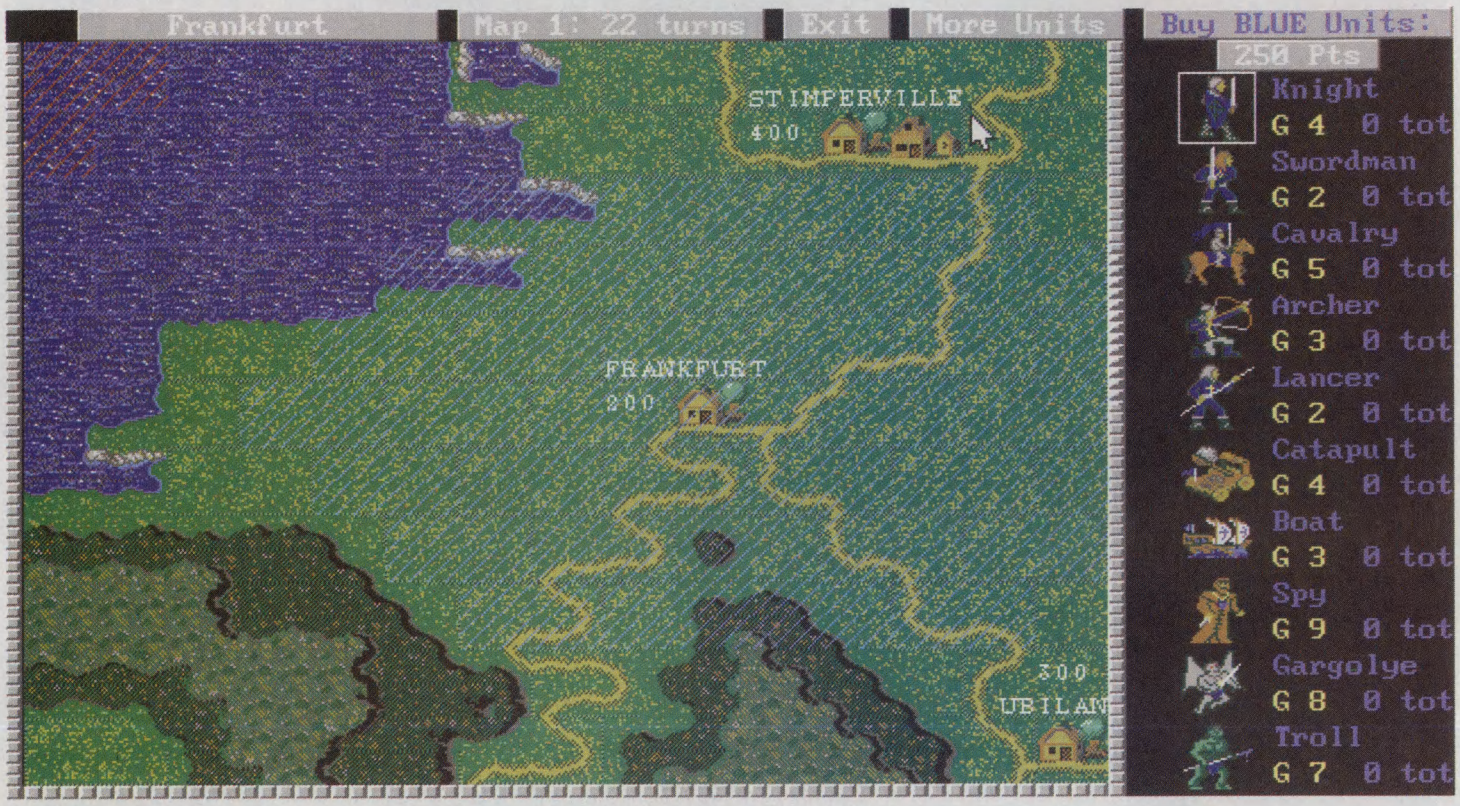
Excellence in Flight Simulation.

Dynamix®
PART OF THE SIERRA FAMILY

To get your copy now, call:
1 (800) 326-6654

Reader Service No. 85

CASTLES ARE FOR KEEPS



Brian Walker on strategy and tactics for QQP's Conquered Kingdoms

The key to success in QQP's excellent game is understanding the combat system which uses a variant on the 'scissors, paper stone,' formula. Fortunately there is a good on-line guide to help players learn what kills what in addition to the helpful manual. But what units to buy, when, and which offer the best value for money? These are the questions that this article will attempt to answer before addressing some of the broader strategies that may be employed.

Swordsman

The cannon fodder of the game. Good for sentry and duties and guarding resources until they become permanent.

Lancers

Useful, but don't buy or build too many unless the opponent has a lot of cavalry. Lancers are the only units which don't require the use of gold to buy. So when overstocked with coal and wood, snap 'em up.

Archers

Definitely a 'best buy'. Their ranged fire can prove invaluable and is especially effective when defending a castle. Archers can also fire from boats. Their own defences are quite weak so be sure to keep them out of the front line.

Knights

Good in hand-to-hand combat and thus excellent at defending the more valuable towns.

Cavalry

Relatively expensive but good in the early part of the game where their fast movement is handy for grabbing resources and towns quickly. Use them to trample archers but keep them away from lancers and trolls.

Catapults

Hopeless on defence, catapults should always be protected by a front line. Castles are probably their spiritual home.

Trolls

Despite their reputation for being one brick short of a load, the much maligned trolls are useful in all sorts of situations. They can soak up damage and even possess powers of regeneration. They are especially good guarding the castle gates when the enemy tries to storm through. They also frighten cavalry to death.

Ogres

Powerful, but expensive and clumsy, the ogres star quality is ranged fire. I prefer to buy trolls and pocket the change.

Conquered Kingdoms is published by QQP and was reviewed in issue 26

INCA

The Best-Selling Sensation from Europe!

BEST GRAPHICS AWARD
Paris Supergames Show 1992

Pilot your golden starship into amazing outer space battle simulation.

Take on space-age Spanish Conquistadors with swords and phasers.

Advanced video-capture makes this an interactive motion picture.

One of the oldest mysteries known to mankind is now the future of computer gaming.

Set out on a mystic mission across space and time in this high-powered combination of complex puzzle-solving, mythical role-playing, and outer space battle simulation. You are the champion of the lost Inca empire, rocketing across galaxies, battling space age Conquistadors, and unraveling intricate and ancient mysteries.

Stunning simulation technology lets you soar through winding canyons, hostile star systems, and lost ruins.

This is an epic adventure that catapults you through space and time. *Inca* is an interactive motion picture where cultures clash and legends live. For IBM PCs. **Also available on CD-ROM.**

Excellence in Innovative Gaming.

SIERRA®

Available at a software retailer near you, or call:

1 (800) 326-6654

Reader Service No. 85

Gargoyles

Their ability to fly makes them one of the cheapest unit with this invaluable ability so don't skimp on these, especially if the map features a lot of water. Place them as close to a castle as possible when setting up and then use them to try and take it on the first turn. Gargoyles also make excellent reinforcements when one's army is attacking another castle.

Rogs

They're green, they're fat, they're ugly. They're also fairly useless. Don't waste money on these slimy creatures.

Boats

The number bought should depend on which scenario is being played. Unwise to build them if there is no water.

Phantoms

Something of a risky buy. Perhaps worth buying one at the outset and stationing it in the middle of the main army. Should always be on hand for a major battles where it's powers of healing can be used to maximum effect.

Wizards

Expensive, but very effective if used carefully. Just watch those fireballs fry opponents. Once a fireball has been launched wizards should retreat to a safe haven (preferably a castle keep) to regenerate some 'manna'. Their ability to teleport both themselves and adjacent units transforms such a group into a sort of medieval S.W.A.T team, capable of giving marauders a nasty surprise.

Dragons

Despite their high defence rating dragons can quickly be downed by arrows. Providing that they can be kept away from these missiles, they are a good buy and especially effective when breathing heavily on towns behind enemy lines

Resources

The most valuable resource is gold. No gold, no win. Go for gold first if a choice exists. Before buying units at the outset, scroll around the map and check what's within grabbing distance. Place the cavalry as close as possible to any resources spotted so that they can get there at a gallop as soon as the movement phase begins. Only use flying creatures, such as gargoyles, for this task if mountains or forests obstruct the path of land based units. Stomp on any enemy unit that looks to be camped out on a resource. By draining the enemy of permanent resources, their armies will atrophy.

General strategy

It's essential to get off to a good start because once behind it's tough to catch up. Part of the reason for this is the near-impregnable nature of the castles (at least in the higher levels of the game). Even with average resources it should not be difficult to get either archers or catapults built quickly and defending the castle stoutly.

Getting off to a flyer means capturing castles quickly. To do this station the fastest units as close as possible to a castle and aim to get at least one in the keep. If a castle is some distance away then use the wizard's teleport facility to get there, making sure that he take a few pals along with him. Knowing when to do a U-turn is also very important. If the enemy has got units in the castle keep first and looks to have solid back-up, then accept that discretion is the better part of valor and take off at a respectable clip.

In the early stages of the game, there is usually a pressing need to defend castles. If this is the case, and if ever the castle is placed under siege, then buy archers and catapults. Once the castle has been secured, buy cavalry assuming normal terrain. These are among the fastest units and so can reach valuable resources quickly. If things are looking good around the half stage, then save up to buy a dragon. This is the fastest and most efficient way of mopping up the enemy.

Buy a gargoyle

If a particular area is in need of urgent assistance and the funds are not immediately available to buy dragons, then buy gargoyles and place them in the nearest castle. Terrain makes no difference to these cavalry with fins, they can reach the battle-field very quickly and are extremely effective against most units (especially archers).

One of the key factors in winning the game is to make sure that opponents casualties are much higher than one's own. With this in mind, don't hesiate to retreat when it's clear opponents have the upper hand. Save units for a favorable occasion rather than trying to tough it out or engaging in kamikaze attacks.

Attacking castles

In days of yore, the warlords of the time when seeking to storm enemy fortresses, didn't just send who happened to be nearest. The garrison was scouted and the attack carefully planned. Strategy in **Conquered Kingodoms** should be no different. Dispatch a spy to discover enemy defences and thus avoid; (a) the 'sledgehammer to crack a nut' syndrome, and (b) getting wiped out.

Generally the best units to capture an enemy castle are dragons and catapults (to beat down the gates) and gargoyles (to take out the archers). If the castle is well defended by a variety of units, then don't attack until an army can be assembled that is approximately 25% greater in quality and quantity. This is necessary because the castle offers recuperative facilties for injured occupants.

Finally

- Always move units with ranged fire one or two spaces away from an enemy unit, and never into the *same* space. This way they get a 'free' hit as well as forcing enemies to move (often away from a points scoring town) if they want to get a return shot.
- When enemy dragons are in the vicinity, avoid placing two units in the same square. Dragons can inflict damage on both during the combat phases.
- Coastal towns should be garrisoned by units with ranged fire to prevent them being used for target practice by dragons that possess the ability to station themselves over water. Of course, if opponents have not grasped this then attack coastal towns with dragons, stationing them 'in the water' out of the attack range of land based units.
- If several resources are within close proximity, don't hesitate to rotate them rather than sitting on each one until the resources becomes permanent.
- Despite the manual's declaration that a fireball will inflict damage on 'every unit in and 1 square around target', fireballs only affect *enemy* units. 'Friendly fire' it seems, is a relatively modern concept.❑

SPRINT IS PROUD TO BE THE OFFICIAL SPONSOR OF THE MOST EAGERLY-AWAITED WINTER GAME.

It's an olympic marathon of fun and adventure! Find out how you can get *Space Quest V: Roger Wilco in The Next Mutation* FREE when you switch your long-distance service to Sprint.

Sprint®

SIERRA®

Call
1-800-795-5978

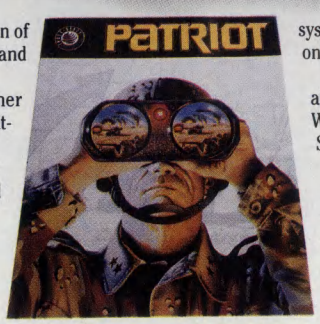
Reader Service No. 85

If you thought "Harpoon"™ was a masterpiece, take a look at our latest work in oils.

PATRIOT™ is more than the most authentic re-creation of Desert Storm ever made. PATRIOT™ is the definitive land warfare simulation for the IBM PC.

With its initial Battleset,™ you'll engage in the "mother of all battles" as Coalition forces meet battalion-to-battalion with the defiant troops of Saddam Hussein.

Command over 2000 units from either the Coalition or Iraqi side — the most lethal high-tech arsenal of firepower ever to scorch the face of the Earth. Stunning 256 color Super VGA graphics capture the fury of modern ground warfare as never before. A state-of-the-art database, interface and mapping system provide authenticity that other wargames can only dream of.



And future Battlesets make PATRIOT expandable: always combat-ready for future global conflicts. Like World War III in Europe or land wars in Asia and South America.

A revolutionary simulation as current as the morning headlines. That's PATRIOT. But what else would you expect from the creators of HARPOON™?

To order, visit your favorite software retailer or call 409-776-2187.

Harpoon and Patriot are registered trademarks of Three-Sixty, Inc.
All other product and corporate names are trademarks and registered trademarks of their respective owners.
©1992 Three-Sixty, Inc. All rights reserved.

THREE-SIXTY

Reader Service No. 65

Star Control II

The Ur-Quan Masters

By Lee Johnson

Star Control II: The Ur-Quan Masters represents a radical departure from its predecessor, **Star Control.** Where **Star Control** was a thin strategic game wrapped around an exciting arcade shoot-out in space, **Star Control II** is a full-fledged role playing space adventure--which just happens to use the familiar arcade element as its combat system. In fact, **Star Control II** comes with *two* programs: The full adventure game; and a separate combat-only 'SuperMelee' game which allows the player to blast it out against a computer opponent, or against another human.

Back to the cave

Star Control II's designers have done an excellent job of integrating the fiction from the original **Star Control** manual into a detailed and consistent 'future history'. All of the original races of the Alliance of Free Stars and their rivals, the Ur-Quan Hierarchy, figure in the story, along with a number of new races, some friendly, some not. And of course, each new race brings with it a new ship design for the battle sequences.

The story begins during the **Star Control** time frame, in the last days of the war. In the nearby Vela star system, an Earthling captain discovers a strange underground installation built by the Precursors, an extinct race which occupied this region of space a quarter of a million years ago. Earth dispatches a scientific expedition to study the installation, but when the Ur-Quan are discovered speeding towards the settlement on Vela II, the scientists, unwilling to abandon this amazing find, erase all traces of their presence and retreat to the cave.

Months later, they venture back to the surface, colonising the world and continuing their study of the Precursor base. It takes them ten years to unlock the secrets of the base's ancient computer, and another ten years for the computer to fulfil its primary function: the construction of a Precursor starship.

The player assumes the role of the young captain chosen to bring the ship back to Earth, which has not been heard from in twenty years. Alas, upon arriving in Earth's solar system, one soon discovers that the war did not end well for the Alliance. Rather than fight for the Ur-Quan, the vanquished people of Earth elected to be confined to the planet, sealed in by an impenetrable 'slave shield'. A lonely space station circling the Earth becomes the player's base of operations. The objective: to enlist a new alliance, overthrow the Ur-Quan, and restore freedom to this corner of the galaxy.

Mouse trap

Star Control II is set in a region of space containing hundreds of stars. A colourful printed star map (20 years out of date!) is provided for navigational purposes. This is supplemented by an on-line star map, which doubles as a strategic chart. The user interface is similar to the original, as is the combat portion of the game. Menu selections and starship controls may use either the keyboard or a joystick. A separate utility program allows the player to customise the key layouts used during combat. Oddly, **Star Control II** does not support a mouse, even though tasks such as navigation on the star map could benefit from one.

In the full game, there is the option of controlling the combat sequences manually, or assigning the computer to fly them. This feature is sure to please those players who would prefer to concentrate on exploration instead of arcade-game duels.

Tunes to hum

Music is almost always present during the game. **Star Control II** boasts nearly an hour of digital music, and over fifty digital sound effects. Alien races have their own musical themes, some of which are quite catchy; in addition, there are a number of incidental themes for travelling and combat.

The music and sound effects provide an enhanced playing atmosphere, and contribute greatly to the enjoyment of the game.

Star Control II is an exceedingly well-produced, fast-paced, and entertaining space adventure and action game. It represents the current state of the art in a genre which was pioneered by **Starflight** over six years ago.❑

Designed by
Fred Ford and Paul Reiche III

Published by
Accolade

Systems
IBM PC

Graphics
256 colour VGA, MCGA

Sound
Most popular sound cards

Supports
Keyboard, joystick

Players
1 player (in adventure game); 1 or 2 players (in SuperMelee game)

The Best of 1992 . . .

Strategy

by Brian Walker

The Nominees
Civilization
Conquered Kingdoms
Siege
The Winner
Civilization

Compared to the other categories covered in this feature 1992 has been a moderate one for strategy games, at least in terms of quantity. However, given the selection of the above nominees one can hard complain about quality. **Civilization** arrived last December and immediately dwarfed all that it had gone before it. So much has already been written about it that there's really little left to add. Suffice to say that it wins the Strategy Game of the Year title at a canter.

Following the Microprose release there was something of a lull; a sense of anti-climax, until, that is, the release of **Siege**, a real-time fantasy game from Mindcraft that has provided this excellent company with their biggest ever hit. On the face of it, its success was surprising. Real-time is not a universally popular mode amongst strategy gamers who, by definition almost, like time to ponder their moves. The graphics were unexceptional proving that when it comes to visual flash vs gameplay in this genre, the latter will win out every time.

Although arriving late in the year, **Conquered Kingdoms** again showed that when it comes to producing consistently solid strategy games, QQP have few equals. Modem play, score histories, and, best of all, strong computer opponents, are becoming QQP's trademark. 1993 should see this company going from strength to strength when the sequels to both **The Perfect General** and **The Lost Admiral** are released.

In the 'I could have been a contender' stakes, Dan Bunten's **Global Conquest** drew very mixed reactions. Some dismissed it as a 'silly' game, itself a daft criticism which implies that games have to be 'serious' to be good. If anything it was too lightweight (despite spawning an improbable though excellent book by Alan Emrich), a sort of pared down version of **Empire**.

A-Train from Maxis had its admirers, though the lack of anything approaching opponents worked against it. The decision to bypass these seem to stem from the need to protect Maxis reputation as the purveyor of 'software toys', rather than being a natural part of the design. **Crisis in the Kremlin** and **Global Effect** look like being buried with the epitaph: 'They Were Worthy but Dull.' Impressions from the UK opened a US office and almost immediately had a mini-hit with **Air Bucks**. Although our reviewer did not particularly care for it, the company were quick to take on board some of his (and that of others) criticisms and issue an upgrade. Providing that they beef up their AI and smarten up the graphics, the company could have further success in 1993.

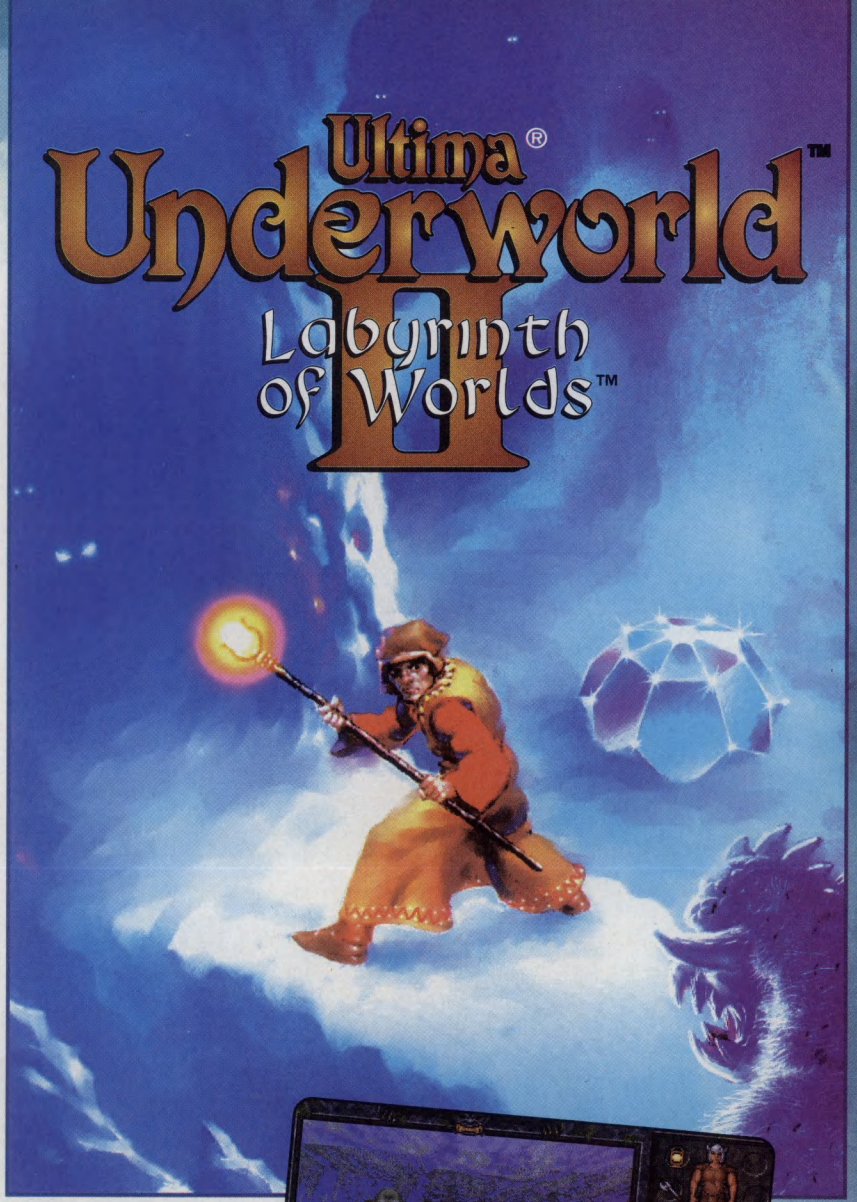
Quite aside from the type of strategy games described above, there is another breed of game that is intended to appeal to the cerebral in us - the'traditional' offerings, such as chess and other classic board games, so let us spare a thought for these which are often regarded as the poor relations of their more thematically oriented big brothers.

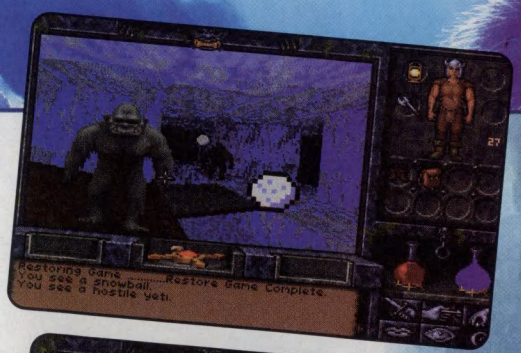
Virgin Games seemed to have carved out a niche of converting of famous boardgames to computer, and a fine job they have made of it. **Scrabble** and **Monopoly**, are both first rate software implementations of the originals, making them nominees for the best of the year. Chess programs appear to have reached a plateau, after which it becomes a question of interface and options.

The biggest advances in this area have been made in the oriental game of Go, strangely enough. Strange, because the game is both immensely simple and complex at the same time. One would think this would be enough to baffle any programmer, but Ishi Press and Toyogo have been battling away for years with **The Many Faces of Go** and **Nemesis V 5.0** respectively. It's a very close call between these two, but the award of Traditional Game of the Year goes to Toyogo's **Nemesis V 5.0** for being an all encompassing tutor as well as a powerful game.

No matter what one's tastes are in strategy games, 1993 already looks like being a terrific year. Three Sixty are showing the way graphically with their outstanding SVGA artwork, while QQP offer solid-as-a-rock products. On top of this **Empire De Luxe** is due any day now, while Sid Meier's US Civil War game for Microprose should provide the other bookend to a year in which outstanding promise should be fully realised.❑

The Thrilling Sequel to Computer Gaming World's Role-Playing Game of the Year! It's not just a dungeon game anymore!





UNDERWORLD The Stygian Abyss™ was hailed as the first in a new generation of fantasy adventures. *UNDERWORLD II Labyrinth of Worlds* delivers a new, sharply realistic look. With smoother animation, more detailed creatures and a spacious view window, it's the most realistic gaming environment on a PC.

The world of *Underworld II* is more varied and engaging than ever before. We've added new terrain features (like shifting floors, water currents and thin ice), new spells (like *Shockwave* and *Portal*), new and nastier traps and puzzles, and new creatures (we'll let you discover these for yourself...)

Underworld II takes you beyond the traditional dungeon environment. Deep in the earth, the Guardian's magic has cracked the walls of reality, opening the way to eight new worlds beyond Britannia: a city buried in ice, a floating castle, an ancient tomb and more... From the halls of Lord British's castle, it's time to carry the battle forward and into the *LABYRINTH OF WORLDS*...

Actual screens may vary.

ORIGIN®
We create worlds.®
An Electronic Arts® Company

P.O. BOX 161750 • AUSTIN, TX 78716

Available at a software retailer near you or call 1-800-245-4525 for MC/Visa/Discover orders.

A LookingGlass Technologies™ Design

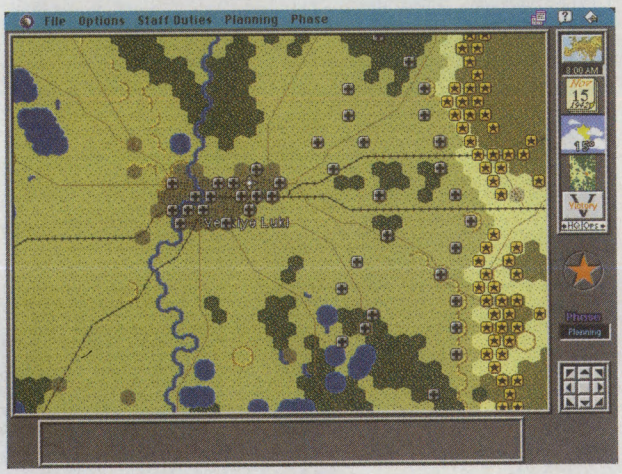
Ultima is a registered trademark of Richard Garriott. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Underworld , The Stygian Abyss and Labyrinth of Worlds are trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Copyright © 1992 ORIGIN Systems, Inc.

The Best of 1992 . . .

Wargames

by Peter Syzmonik

The Nominees
Carriers at War
High Command
V for Victory
The Winner
V for Victory



1992 was a great year for computer wargames. Just as some were ready to nail the coffin shut on the computer wargame industry, computer wargames made a strong comeback and regained a notable share of the computer game market. Even more encouraging is the fact that many new wargame releases are planned for 1993.

Looking back over the past year, the sheer number of computer wargames released was impressive. A look at PC Research's best-seller lists for 1992 shows that computer wargaming is gaining wide-spread favor. Simulations and wargames consistently made best-seller lists while software publisher's released more add-on game scenarios and than for any other type of computer game.

A number of factors drove the renewed interest in computer wargames, the most being that game publishers all but abandoned the classic but now dated, SSI approach to computer wargame design. 1992 gave us new wargames like **Patton Strikes Back!** and **V for Victory** which introduced us to innovative and, in the case of the former, radical computer wargame designs. Gone are the days when computer wargames were merely glorified spreadsheets in disguise. The new breed of computer wargame now uses personal computer technology to its fullest potential: powerful artificial intelligence routines, detailed screen displays, and interfaces which allow gamers to learn the mechanics of computer wargames in a matter of minutes rather than hours.

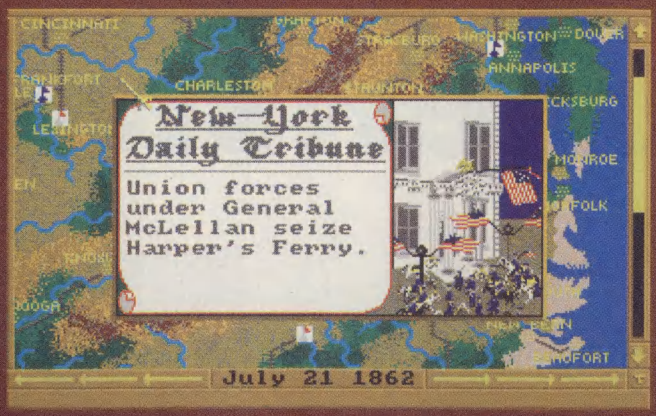
The three nominess selected for this year's Computer Wargame of the Year all represent significant advances in the area of computer wargame design. These are: **V for Victory** by Three-Sixty, **Carriers at War** by SSG, and **High Command** by Colorado Creations.

High Command is a port of a board wargame to the computer screen. The game fills an important niche in the wargame market as a strategic level game covering Europe in the Second World War. The graphics are functional EGA and can be a tad slow at times but like **V for Victory**, **High Command** succeeds in bringing the feel of a board wargame to the computer screen. A VGA version with modem play, sound support, and other standard computer game features should be available in future revisions of the game. **High Command** earns praise for successfully breaking ground in strategic-level computer wargame design.

Carriers at War deserves a spot on the podium for being the best naval simulation released in 1992. The game features detailed and informative VGA graphic screens, a very capable computer opponent that always seems to know a player's weak spot, and a great mouse-only interface that makes the game a joy to play. This game wins a slot for its ease of play and detail that doesn't drown the simulation underneath all the fancy graphics and animation.

As enjoyable as the two previous wargames are, the clear winner of this year's Computer Wargame of Year is **V for Victory** by Three-Sixty Pacific.The game's maps are so well designed, and so lavishly detailed, that Three-Sixty is able to relate the look and feel of a board game map even though restricted to a relatively tiny computer screen (SVGA graphics go a long way here.) Included with the game are a fine set of charts and tables and an impressive 156 page Reference Manual, along with a 30 page Operations Book loaded with game scenarios and campaign histories.

As our edited noted in a recent issue of this magazine, a real change has taken place in the computer gaming industry. Game designers are now being hired by game publishers solely to design games. This means that the programmers can concentrate on what they do best - programming elaborate game code to bring these designs to life on the computer screen. **V for Victory** clearly shows that this division of labor pays off, and we reward this effort by naming it the Computer Wargame of Year for 1992.❑



THE ROAD FROM SUMTER TO APPOMATTOX ™

Available only from

ADANAC COMMAND SYSTEMS corp

102-1345 West 4th Ave
Vancouver, B.C. Canada
V6H 3Y8
phone 1-604-739-1162

June 25, 1861... "The First Shots of the Civil War have been fired... Fort Sumter has fallen. Volunteers on both sides rush to their colors. Accross the Union the cry mounts... On To Richmond!"

The Road From Sumter To Appomattox covers the entire Civil War from the opening guns of Bull Run to the final surrender. All the military and economic

$54.95! US
Canadian orders $59.95! Can
add $5.00 S&H in North America
$8.00 S&H overseas

available for:

IBM color VGA/MCGA, hard drive, mouse and 286 or better.

1 meg required

Amiga

cheque or money order.

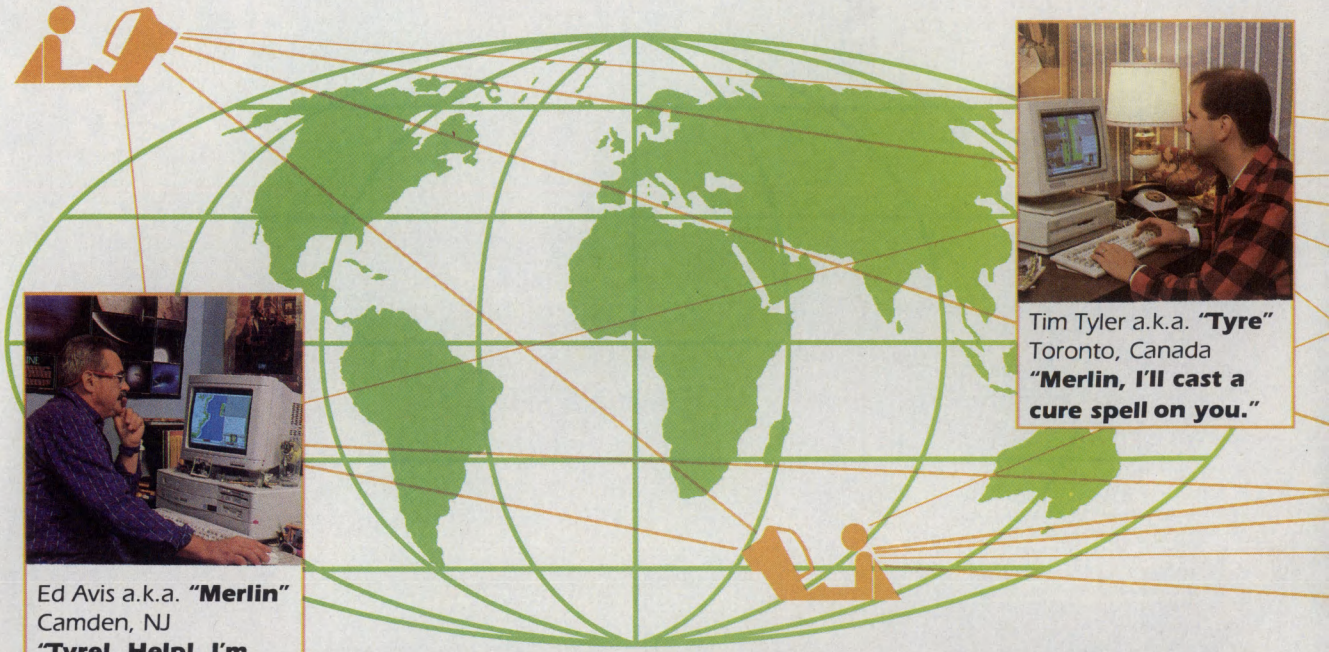
Mastercard orders accepted.

Features:

- Human or computer opponents.
- Over 100 individually named and rated generals.
- Control the promotions and dismissals of those generals.
- Continuous-play, daily pulses, send orders whenever you like.
- Different unit types combine to form divisions and corps.
- Full control over the national production system.
- A detailed supply system using railroads, wagons and ships.
- Naval system includes ocean and river going vessels.
- Economic system includes foreign trade and blockade runners.
- Beautiful 256 color VGA map that stretches from New Orleans to Philadelphia, from Kansas city to Bermuda.
- Digitised period graphics and VGA artwork combine to provide the player with informative displays throughout the game
- Fully integrated tactical combat system emphasizing command control and quick resolution of even the largest battles.
- Scenario editor allows players to construct their own battles or play those already included.

Reader Service No. 83

A New Dimension



Ed Avis a.k.a. **"Merlin"**
Camden, NJ
"Tyre! Help! I'm wounded."

Tim Tyler a.k.a. **"Tyre"**
Toronto, Canada
"Merlin, I'll cast a cure spell on you."

Chat and play games with people from around the world without ever leaving your home.

MPG-NET gives you something you can't find on floppy disk; on-line real-time contact with the most puzzling and challenging entity of all time.

Another human mind.

Play pulse-pounding, intriguing, forever challenging games with stunning graphics and vibrant sound. Games that are constantly improving so they won't get stale. Form strategies, share secrets and solve puzzles with up to 100 folks from around the world, twenty-four hours a day.

In addition to our games we have Bulletin Boards so you can write public messages to other players, and Electronic Mail to send private messages. We also have Chat Rooms in which you can shoot the breeze LIVE with people from around the world.

All you need is a modem, a phone line, and a computer; IBM-PC compatible, Macintosh, or Amiga.

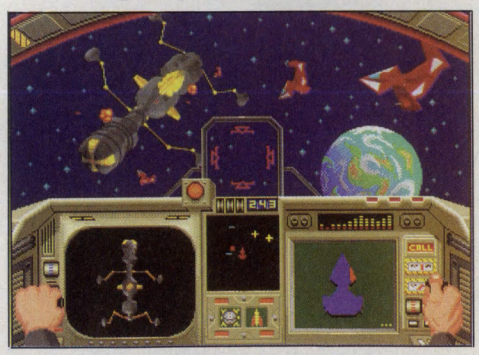
DRAKKAR™

Come visit a land where dragons roam free, rodents grow to unusual size, and adventurers are the endangered species.

Team up with players from around the world. Together, explore mysterious lands, armed only with your enchanted weapons, psionic spells, and wits. You'll find untold riches and glory while solving intriguing puzzles, and destroying the mightiest of beasts.

MPG-NET brings you the ultimate in fantasy role-playing.

STAR CRUISER™



The year is 2300 A.D. We've discovered stardrive and colonized hundreds of new solar systems. In the process, however, we pissed off some very nasty aliens. To say they hate us is an understatement. They'll do anything to eliminate us from space. No compromises. This is all-out interstellar war. We need your help!

Based on GDW's classic space combat game, MPG-NET brings you the on-line version of Star Cruiser — a 3D, multi-player campaign of split-second action.

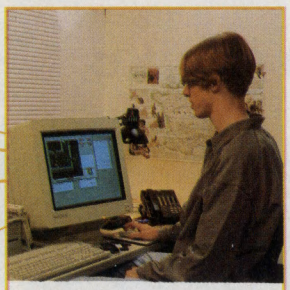
© 1992 MPG-Net, Inc. Multi-Player Games Network and MPG-Net are service marks of MPG-Net, Inc. The Kingdom of Drakkar is a trademark of Drakkar Corp. Empire Builder is a trademark of Mayfair Games, Inc. Operation Market-Garden and Star Cruiser are trademarks of GDW Games, Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.

Reader Service No. 107

in Entertainment

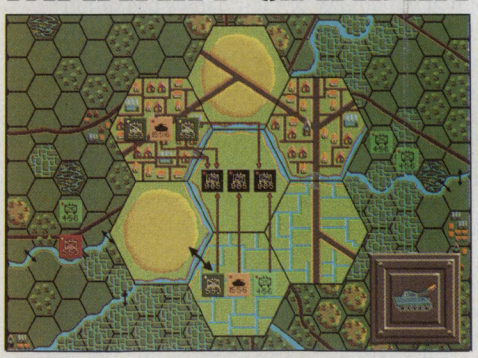
...Your Multi-Player Games Network.

Lori Zini a.k.a. **"Diana"**
Waco, Tx
"What tore you up, Merlin?"



Brad Elk a.k.a. **"Sauer"**
Louisville, KY
"If you need some help, just page me."

OPERATION MARKET-GARDEN™

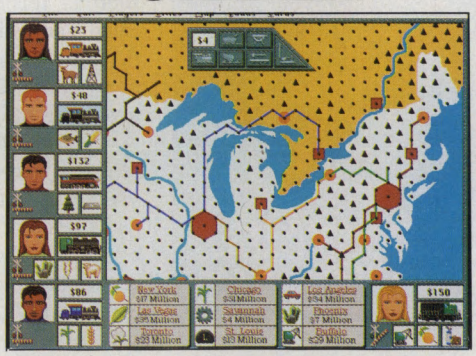


Three elite Allied paratroop divisions drop into enemy territory. Their mission, to seize the bridges leading up to the Rhine — the last obstacle of Allied advancement into the heart of Germany. They almost succeed.

Scattered remnants of Axis forces already defeated in France must guard the Rhine — the first-line of defense for the Third Reich. They almost lose.

MPG-NET brings you the on-line version of Operation Market-Garden, GDW's classic two-player war game, based on the biggest airborne operation in history.

EMPIRE BUILDER™



Combining two great American loves: Railroads and Money!

Now you can capture the entrepreneurial spirit of America and build your own railroad empire. The wheels of progress are you and up to five other players from around the world, locked in a power struggle of epic proportions.

It takes planning and ambition to build a railroad empire. And only the best will endure. Experience MPG-NET's on-line version of Mayfair Games' award-winning, classic board game.

MPG-NET is accessible from over 600 cities in the United States and over 80 cities internationally.

It costs less than you think. Fees range from $2.00 to $3.00 per hour.

Send the reply card or call 800-245-0317 and we'll send your account number, password, start-up kit and 10 free hours — right away.

It's easy to enter this remarkable new dimension, your Multi-Player Games Network.

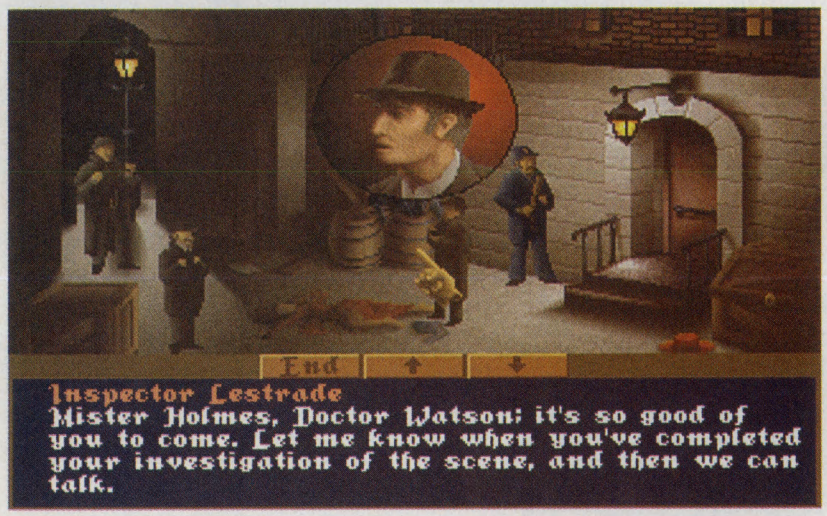
MPG-NET
Your Multi-Payer Games Network℠
800-245-0317

The Best of 1992 . . .

Adventure

by Theo Clarke

The Nominees
Dark Seed
The Lost Files of Sherlock Holmes
Lure of the Temptress
The Winner
The Lost Files of Sherlock Holmes


End
Inspector Lestrade
Mister Holmes, Doctor Watson: it's so good of you to come. Let me know when you've completed your investigation of the scene, and then we can talk.

1992 was the year of the memory monsters. Hardly a month seemed to pass without another game demanding that I clean up even more space on my hard disk to accommodate all its files. Activision's **Leather Goddesses of Phobos 2: Gas Pump Girls Meet the Pulsating Inconvenience From Planet X!** needed 15MB of free disk space yet did not seem to make best use of this. I had high expectations of this Infocom sequel but it was too simple and left me unsatisfied.

This made me wary of the promise of Electronic Arts' **The Lost Files of Sherlock Holmes**. This vast game occupied 28MB but provided a wide range of well-animated London locations and a few scenes including digitised speech. My wariness probably increased the positive impression that I formed of this giant.

Sierra On-line can always be counted on to provide a few solid adventure games that push back new technical frontiers. This year, however, seemed to be a period of exploring new platforms and new markets rather than extending the scope of disk-based adventures. We saw conversions to CD-ROM for PCs and Sega. We saw games aimed at the educational, as opposed to entertainment, market. We saw new editions of old games and yet more sequels to well-established series. For the first time since 1987 Sierra On-line is not on my shortlist. It is not that the quality of their games has diminished; simply that other publishers were continuing to extend the limits of disk-based games. **King's Quest VI** is an enjoyable package but it did not feel as innovative or rewarding as some of the competition.

Darkseed from Cyberdreams was remarkable for its use of H R Giger's artwork and digitised live action that blended seamlessly with his menacing visions. The strength of this game lies in its atmosphere, but my pleasure was diminished by the use of a master diskette as the security device. Clumsy copyright protection like this is intrusive and sufficiently irritating that even a great game suffers when subjected to such archaic treatment. The diskette issue may have clouded my enjoyment but the game remains a fine example of the current state of the adventure game genre.

The Best Adventure Game of 1992 was obvious as soon as **The Lost Files of Sherlock Holmes** arrived in beta-test form. This game wins for the sophistication of its controls and the sheer scale of the game. It is not simply that there are many locations and many characters. The point is that all of these elements combine to form a satisfying whole.

'**Sherlock**' only narrowly beat the far simpler but immensely enjoyable **Lure of the Temptress**, developed by Revolution Software. '**Lure**' was barely 10% of the size of the huge Electronic Arts offering but it was one of the few adventures of 1992 that completely captured my imagination. As a reviewer, I rarely keep games on my hard disk after the review has been submitted. **Lure** was a remarkable exception to this. The publishers would have us believe that the game's strength derives from their 'virtual theatre' concept. This is just hype; the heart of the game's appeal is its wit, the distinctive personalities of the characters, and the sheer fun it generates.❑

REX NEBULAR IS FOR HIRE!

AND THE SPACEWAYS WILL NEVER BE THE SAME!

Sure, he's for hire. But if he doesn't pull off this job, Rex Nebular's reputation as an interstellar adventurer and womanizer will take a bruising. If that's still possible.

All he has to do is retrieve a priceless vase for a really ticked–off Colonel Stone. It should be easy . . . **NOT!**

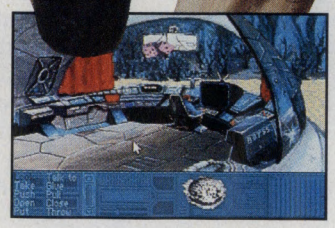
Especially when this Cosmic Gender Bender gig has enough traps to send Rex to his grave a thousand times over.

Rex will have to locate a cloaked planet. Survive the grotesque Gender Bender machine. Negotiate the perils of a vast underwater world. And tear himself away from legions of sex-starved aliens. Some of whom would like nothing better than to use our hero as breeding stock!

And Rex thought women only wanted him for his mind!

Save Rex Nebular from himself. And save the universe from Rex Nebular. Get your copy of *Rex Nebular And The Cosmic Gender Bender* today at your favorite retailer.

Actual screens may vary.



- ***STIMULATING*** **state-of-the-art graphics and animation!**
- **Thousands of *MIND-BENDING PUZZLES TO UNLOCK!***
- ***TITILLATING*** **rotoscoped art!**
- ***EASY***, ***HARD***, **and *ADVANCED* modes!**
- ***AROUSING INTUITIVE INTERFACE*** **light years ahead of any other!**

MICROPROSE™

ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

Reader Service No. 5

The Best of 1992 . . .

Role Playing

by Joan McKeown

The Nominees
Planet's Edge
Underworld
Wizardry 7: Crusaders of the Dark Savant
The Winner
Wizardry 7: Crusaders of the Dark Savant

"We have arrived!" exclaims Aletheides, and everyone scrambles as he activates the teleportation device by which you were first brought aboard so many months ago...

This has been a peculiar year in the game world, very peculiar. Two of the most innovative and spellbinding games ever have been released in playable form, **Crusaders of the Dark Savant** and **Ultima Underworld**. One equally innovative but only partially playable effort, **Darklands**, is being released in what appears to be 1 meg segments of updated code.

Both Origin and New World Computing came up with a new twist on an old racket, leftovers *en brochette*, really sticking it to the consumer. Both companies have released major half-games this year, **Ultima 7: The Black Gate** and **Clouds of Xeen** (aka **Might and Magic IV**), and are now marketing the rest of the games under the guise of additional worlds or other dimensions of the gameworld. Origin has also had the nerve to issue **The Forge of Virtue** as an add-on disk for **Ultima 7** and mention that it will also update the game. Big deal, dudes!

New World Computing is calling the second half of the fourth **Might and Magic** series, **Clouds of Xeen**, the fifth **Might and Magic: Darkside of Xeen**. The two together make, according to New World Computing, one seamless world - read that one game in two boxes. I have no doubt that this is the case since none of the towns in **Xeen** have a dungeon level, and there are entrances to places in **Xeen** that are only accessible if I buy the **"Darkside."** With all its buglets and unadvertised features, **Might and Magic III** was a marvelous game. **Clouds of Xeen** is a pale imitation waiting for the **Darkside** to add some color.

Which leads me to the flub of the year, **Magic Candle II: The Four and Forty**. **The Magic Candle** was a fantastic game for it's time, but when Mindcraft decided to release **The Magic Candle II** without mouse support and with bugs, all the anticipation and warmth that should have greeted the game dried up. The interface looked aged and gameplay was slow and confusing without a mouse to navigate the menus. Few players got past the first town and castle.

Within three months of the release, a mouse version was available for the VGA version of **Magic Candle II**, and updates to kill the bugs had also been released, but this was too little too late.

There were many good games released in the past year, and I put **Planet's Edge** from New World Computing, at the top of my list of good games. The complexity of play and the depth of the story permutations gave **Planet's Edge** the edge in playability and general good fun too.

Enough about the good...on to the great! **Ultima Underworld** is a truly spectacular achievement for any genre, but has brought RPG to new heights...make that depths...of technological wonder. **Ultima Underworld: The Stygian Abyss** from Origin took my breath away. What a feeling... Dashing down the halls, spinning around, swashing and buckling and hacking and slashing, and all the while able to chit chat with the locals and maintain a lovely set of maps. Only one scenario could compete with a trip to this abyss...getting stranded in a luxury hotel with a case of icy cold champagne, chilled glasses, and a hot crew of chippendale dancers. Leer. Pass me a grape.

As grand an experience as that provided by **Ultima Underworld** could hardly be topped by anything short of the best game ever: **Wizardry VII: Crusaders of the Dark Savant** from Sir-Tech has topped everything out there, including **Underworld**. **Crusaders of the Dark Savant** is an artistic and technological tour de force. David W Bradley has created a world with a living history, a group of NPCs that are run by a fascinatingly complex AI routine, and a geography and bestiary to die for. The complexity of the story and the variety of characters in **Crusaders** rival the begats, making it a worthy winner in any year.❑

Cobra Mission™

You stumbled back to your office after a long day of detective work. But before you can get cozy with a whiskey bottle, there's a message waiting on the phone machine.

"This is a life and death emergency!! Young ladies have been disappearing left and right, and now, Donna is missing!! We need your help!!

Please come quickly!!!

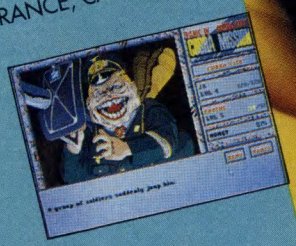
Donna's rescue is only the beginning of this sizzling adventure. There's dozens more tantalizing women held against their will. Free them from the evil clutches of General Kaiser, Cobra's psychotic master criminal overlord, and they will thank you in ways that will leave you screaming in ecstasy.

You'll be dazzled by the quality of the full screen ANIMATION graphics and find yourself reacting physically and emotionally to them! It's AWESOME!!

To purchase your copy of Cobra Mission, visit your favorite software retailer.

Or call 800-258-MEGA

$79.95 (suggested retail) plus $5.00 shipping and handling
CA residents add 8.25% sales tax
and use your VISA or Mastercard. Or send check or money order to
MEGATECH, P.O. BOX 11333, TORRANCE, CA 90501



ACTUAL VGA SCREEN IMAGES

System requirements:
286 or faster machine with 640K RAM; hard disk with min. 12 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended).
Sound support: Sound Blaster Pro, Adlib Gold

BOND WAS HOT STUFF.
SO WAS ARNOLD.
NOW IT'S YOUR TURN.

Companies and products mentioned are registered trademarks of their respective holder.

R RATED R (This program is voluntarily rated due to the partially violent and adult nature of the graphic imagery.) This program is intended for mature audiences only!!! No sales to minor under 18 and where prohibited by law.

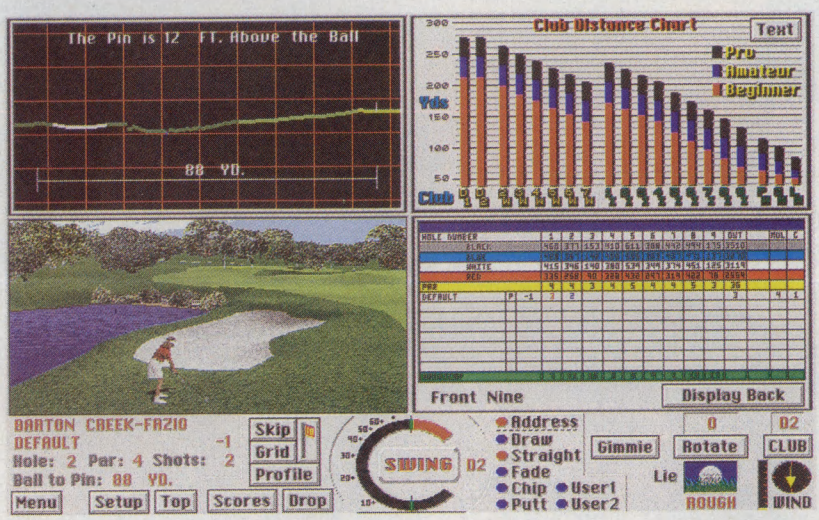
MEGATECH

The Best of 1992 . . .

Sports

by Joseph McCullough

The Nominees:
Hardball III
Links 386 Pro
Wayne Gretzky III
The Winner
Links 386 Pro



1992 will be remembered as the year of the golf simulation, so it's not surprising that a golf game wins top honors as not only the sports game of the year. Besting contenders as popular as **Jack Nicklaus Signature Edition**, **Microsoft Golf**, and **PGA Tour Golf for Windows**, **Links 386 Pro** dazzled the game-buying public with unprecedented realism. The game's super-VGA graphics, unprecedented in a DOS-based game, blew away the competition by rendering the golf experience in stunning detail. Throw in realistic sound effects, game customization, limited modem-play, and a choice of both male and female personas, and **Links 386 Pro** stands alone. At this moment Access is converting their entire Links course catalogue to super VGA. That should give fans of this remarkable game even more thrills in 1993.

One of the contenders for the title was also an established game that underwent remarkable improvements in 1992. Bethesda Softworks' **Wayne Gretzky Hockey III** proved that the fastest game in sports could be translated to the computer screen and still retain the excitement of the real thing. Players with the requisite hardware were greeted with a new ¾ view of the rink that greatly improved the game's realism over its predecessor. No longer were the skaters reduced to small blobs of color whizzing around the rink, as was the case in previous versions of this game. Three-quarter view provided the player with the ability to control on-screen characters that actually resembled humans! This small detail improved the game immeasurably. Fights were now up-close and personal. Skaters slammed into the glass with authority. The guts and glory of pro hockey was never captured like this before.

In addition to the improved graphics, **WGH3** also included play-by-play commentary, multiple play options, stats tracking, and an interface with Bethesda's **Hockey League Simulator**. Few other games in 1992 provided such a complete package of action, realism, stats, and excitement as **WGH3**. This game is a keeper.

Another revolutionary game earned a place on this year's podium — **Al Michaels Announces Hardball III** by Accolade. This game pushed the technology envelope by providing accurate, engrossing play-by-play commentary by one the game's greatest voices. And I'm not talking lame Nintendo-like, one-second, scratchy- sounding, out-of-context, annoying-as-a-hyperactive-yap-dog sound bites. **Hardball III** provided clear, detailed, context-sensitive comments before each batter, during each play, after each inning, and when returning to the game from a help menu.

Oh, and the game was fun to play, too. It included all the de facto ingredients which make today's baseball simulations enjoyable: stats tracking, player and team editing, custom schedules, multiple play options, etc. The only thing missing was modem play; which brings us to our honourable mention for 1992. Despite there being an easy winner, 1992 was an excellent year all round for sports games.❑

A GREAT WAR.
A LOST PARADISE.
AN EPIC ADVENTURE.
STAR CONTROL II.™
THE QUEST FOR EARTH BEGINS.
FOR THE IBM PC
ACCOLADE™
The best in entertainment software.™
Star Control II is a trademark of Accolade, Inc.
© 1992 Accolade, Inc. All rights reserved.
Reader Service No. 81

The Best of 1992...

Flight Sims

by Commander Crunch

The Nominees:
Aces of the Pacific
Comanche: Maximum Overkill
Gunship 2000 Scenario Disk
The Winner
Comanche: Maximum Overkill

After all the work done in 1991 to produce new flight simulation designs, there were surprisingly few such simulations in 1992. Actually, only one of my top three choices is entirely new technology; the other two are in one way or another revisions of already existent designs. Either the industry has decided that last year's designs have enough legs to continue to be worth designing extensions for - in the way of mission disks and scenarios - or we're on the verge of another spate of releases. In any event, enough with the speculation and on with the nominations.

My top three sims for the year are **Aces of the Pacific**; **Gunship 2000 - Ice and Islands**; and **Comanche: Maximum Overkill**. Each of these has come as a surprise in a number of ways. '**Aces**' was an unpleasant surprise at first, at least in terms of some bugs and, most importantly, a viciously slow frame rate that,had fans watching open-mouthed in shock. Fortunately, Dynamix pulled a rabbit out of their hat months after the initial release, with the result that the **Aces** now lives up to expectations. What makes **Aces** worth a nomination is that, despite its recapitulation of the essentials of Dynamix flight simulation engine, a massive amount of work has been done to include a wide range of World War II fighter planes from both sides. This is one of the most interesting era of simulated air combat, as the performance of the planes was just at the edge where human skill and daring constituted the main difference in combat performance. The prop planes have enough energy to do interesting maneuvers, but not so much power and advanced weaponry that dogfighting becomes a question of chasing dots.

Gunship 2000 - Ice and Islands is also worthy of a nomination, despite being an add-on disk because it begins to provide the kind of tactical and strategic variety to the original **Gunship 2000** that the design deserves, and provides an excellent and easy-to-use mission builder as part of the package.

It was no mean feat for MPS Labs to put together the urban, islands and Antarctic worlds; each new terrain provides for a thoroughly different kind of tactical conceptualization from the ones present in the original design. **'Ice and Islands'** starts to incorporate the kind of thing **Harpoon** fans have been interested in for a long time - anti-shipping and anti-sub capabilities. With **Ice and Islands** and **Gunship 2000** stalwarts are guaranteed many more months of fun, particularly since the mission builder is of the type that allows the player to build missions with enough randomness and surprise to remain interesting.

Finally, we come to Novalogic's **Comanche: Maximum Overkill**. While some have complained about the arcade-ish aspects of this futuristic helicopter simulation, or about the brevity of the 22-mission set that comes with the original design it simply must be said that this simulation represents a quantum leap in air combat graphics and control technology that shouldn't be missed.

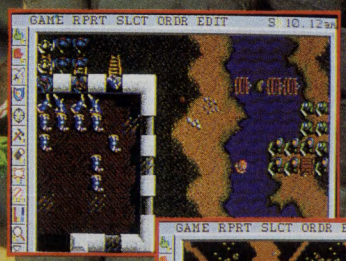
The three-dimensional terrain is radically more realistic than that present in previous flight sims, and the dual-joystick control of the helicopter provides the means to use that realistic terrain for defensive cover, while flitting and hovering from location to location. Along with all this, the artificial intelligence running the opponent forces is bright enough to provide believable maneuvers for both land and air units, both prior to the player's arrival and when under assault.

The control of **Comanche: Maximum Overkill** may in some ways be too simple for the more ardent, self-proclaimed experts in the genre, but for those who've been put off by simulations so complex they feel more like work than play, '**Comanche**' strikes the perfect balance between challenge and the sheer pleasure of flying, and thus proves persistently inviting to the less goal-oriented among us.

My choice of Flight simulation of the Year, then, goes to **Comanche**, because it's broken new ground, because it provides the chance to broaden the audience for this genre of software entertainment, and finally, because it comes closest in a number of ways to the dream of virtual realism. We can only hope its limitations in terms of tactical scope will be more than overcome by future plans for the design.❑

SIEGE

The hordes approach! Are the archers on the battlements? Are there cauldrons full of boiling oil atop the towers? Are the castle gates fiercely guarded? Are your concealed wizards in place? Can your castle withstand the ***Siege??***



DOGS OF WAR

Your best friend is your worst enemy, over the MODEM! The new monsters are harsh, the new castles are breathtaking, the new scenarios are wicked, and the new SIEGE EXPANSION is everything you've been waiting for!

Add **Dogs of War** to SIEGE and get:

More fantastic monsters,
New Castle designs, and
More Scenarios to Conquer!

Plus, with a modem or serial link, experience Real-time Person to Person Combat!!

Mindcraft presents: ***Siege***. Finally, a strategic simulation of pulse pounding, thought provoking medieval style castle assault.

Fantastical elements challenge your leadership with a never-ending variety of contests and dilemmas. Should your knights sortie out against the attacking rabble? Is your wizard strong enough to throw another fireball into the enemy ranks?

Siege gives you four castles to defend and attack. You can't do it all yourself; you must depend on your vassals and their troops, each with their own abilities and skills.

Prove your mastery of the art of Siege! Test your mettle in the existing sieges, or design your own scenarios. What if Highrock Fortress were held by trolls, or Usk'hem Gart by elves?

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501

Actual screen photos from the IBM VGA version.

Reader Service No. 10

Game of the Year

by Brian Walker

The Nominees
Civilization
Comanche: Maximum Overkill
Links 386 Pro
The Lost Files of Sherlock Holmes
Nemesis V 5.0
V for Victory
Wizardry 7: Crusaders of the Dark Savant
The Winner
V for Victory

As the Chinese might say, it has been 'The Year of the Bug.' Nevertheless there were *some* games released in 1992 in which all the features were fully documented, so let us give credit where it is due. The games listed above are a credit to their publishers, and give credence to the claim that their pursuit of the $ is equalled by the pursuit of excellence.

Civilization was a stunning achievement by Sid Meier and has already garnered more awards than all the Oscar winners combined. Part wargame, part philosophy lesson, the only criticism which can be levelled is that it was almost overwhelming in scope.

When Joseph McCullough started writing his sports games column one of his first beefs was how this genre seemed to be trailing when it came to VGA graphics and digitized sound. Not any more. **Links 386 Pro** came along and blew the competition clean off the fairway with 'seeing is believing' graphics. This is now one of the games to beat in any category.

The Adventure Game of the Year award that went to '**Sherlock**' is, like any other such award, open to debate. What is indisputable, however, is that it is the biggest game of the year, taking up a massive 28 megabytes of hard disk real estate. The space has been well used. Evocative graphics, digitized sound, and challenging puzzles make this, at least, EA's Game of the Year.

If the titles listed so far have been monumental in terms of human endeavour, then **Nemesis V 5.0** is in good company. The aforementioned endeavour in this case belonging to Bruce Wilcox of Toyogo, the Hawaii based company (which must make the toil a little easier, I suppose). Many companies talk of the 'man hours' put into their games. In Wilcox's case, the use of the singular is entirely appropriate. Like many games designers his effort is not expended simply to make a buck, but rather for his love of a particular game.

Another of the thought-to-be-extinct species known as the 'lone wolf' is not only alive and well but flourishing. David W Bradley is the name and **Wizardry** is his game. **Wizardry 6: Bane of the Cosmic Forge** was last year's winner, and this year's follow-up is another outstanding achievement. More so because, as Judith Weller points out elsewhere in this issue, it arrived bug free. A notable accomplishment in a genre stricken by plague.

And so to the winner. Not so much the Game of the Year, but the Series of the Year. **V for Victory** has achieved what many computer wargames have been trying to do for years: successfully convert a board wargame onto computer. Many have tried, few have succeeded. But so what, you might say? Shouldn't the power of computers be used for something a little more original than converting an old cardboard map and a few counters into software? Two years ago I would have answered 'yes' to this question, but only because most such conversions were hitherto so inept. Only a radical rethink, it seemed, would be likely to produce the goods. This analysis actually proved correct when **Harpoon** (also from Three Sixty) was released.

It seems almost wilful for the same company to publish **V for Victory** ('Look, we can do it this way, too!'). But publish it they did and by doing so immediately set a standard for others to follow. Superb map graphics which are equal to the board games which inspired them (formerly the biggest complaint of grognards), an excellent interface, a wide range of scenarios, and consistent consumer support from the publisher. Let's not forget, either, the guys who did the real work on this. Hat's off then to Keith Zabalouai and his development team at Atomic Games.

There's a certain irony in a magazine specialising in all that is new awarding this accolade to what is, essentially, a celebration of the past. Old, new, does it really matter? Not really. **V for Victory** would be a worthy winner in any year.❑

Blow It Out Your Ear.

Pump up the volume with Sound Blaster! The sound card from Creative Labs. Experience the full power of 11-voice synthesized music and 8-bit sampled sound effects. Don't just hear it...let it blow you away! The scream of your F-15's engine as you elude enemy fire...the crisp crack of your bat when you hit a homerun off the screen...the echoing ring of sword against sword during your next fantasy adventure.

No wonder Sound Blaster is the world's #1 seller. And why it's the sound card that more gaming software developers write for under DOS or Windows™ 3.1.

Only $149.

To find out more about Sound Blaster, the only sound card that's 100% Sound Blaster compatible, visit your local computer retailer or call Creative Labs at 1-800-998-LABS.

Get the full blown sound capability you've always wanted for your PC—for only $149. With Sound Blaster from Creative Labs.

Because...
if you don't have Sound Blaster, you're really blowing it!

SOUND BLASTER™

CREATIVE
CREATIVE LABS, INC.

MICROSOFT WINDOWS.

Sound Blaster is a trademark of Creative Labs, Inc. Windows is a trademark of Microsoft Corporation. © 1992 Creative Labs. Inc.
All rights reserved. International inquiries: Creative Technology, Ltd., Singapore Tel 65-773-0233 Fax 65-773-0353

Reader Service No. 63

Paladin II

It's your party

By Joseph Boone

When I played the original **Paladin** (from Omnitrend) on an Amiga, I thought it was an interesting game. It was a bit limited in many respects but the inclusion of a scenario creator alone made it worth checking out. Few RPG's offer the opportunity to create our own adventures, so it is always appreciated when one does.

When **Paladin II** was released I was curious to see if the design of the original had been improved upon, and also if the scenario creator had been retained.

As it turns out, there are few changes from the original game other than the addition of 20 new scenarios. Fortunately, the scenario utility is still with us.

Party Skills

Paladin II has a straightforward concept: the player controls a paladin in search of adventure. A menu offers a choice of 20 different missions to embark upon. These missions can involve the rescue of a prisoner from a castle, killing a group of evil-doers, or retrieving an important object. There are some simple puzzles to solve but the primary challenge is provided by combat. There are evil wizards, trolls, and dragons all trying to kill the would-be hero. A party with various skills will come along to help. The composition of the party changes with each mission to ensure that the skills most needed to complete that scenario are present.

Unfortunately, there is a sense of

LINKS 386 Pro Rivaled only

This all new LINKS 386 Pro version of our award-winning LINKS golf game offers many dramatic improvements that make playing LINKS 386 Pro more enjoyable – and gives you exciting new golfing possibilities!

Super VGA Graphics and 386 Power!

The new *LINKS 386 Pro,* featuring Harbour Town Golf Links, is the first golf game specifically designed for the graphic capabilties and computing power of your personal 386/486 computer system. SUPER VGA 256-color graphics at 640x400 resolution display breathtaking views of LINKS Championship Courses. Your friends won't believe that your computer looks so good!

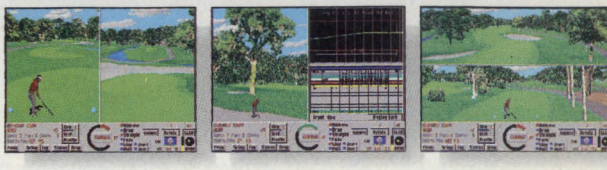
Texturing of fairways, rough, sand, and other surfaces adds an extra level of realism.

Male and female golfers.

You can use any of the 7 existing LINKS courses or upgrade your favorite course to the Super VGA version.

Over 345 combinations of Viewing Windows.

With the new *LINKS 386 Pro* you're not stuck with just one standard viewing window. With a few clicks of your mouse you can split the screen giving you a real-time reverse view of your shot to the green or add a scaleable top-view that displays the flight of your ball. Scorecard, club distance chart, terrain profile and other panels give you the flexibility to display what you want to view while playing and you can change your viewing setup at anytime!



*Actual Links 386 Pro Super VGA Screens

ACCESS SOFTWARE INCORPORATED
4910 W. Amelia Earhart Dr.• SLC, UT 84116
(801)801-359-2900• FAX (801)596-9128

sameness that seems to creep in after playing several missions. While the missions become more difficult they are limited in scope, similar themes run through many of them.

Likewise, the battle tactics that are needed to succeed are largely developed in the first few missions and only minor tinkering to allow for the terrain and situation is needed in future efforts.

Design-a-quest

The result for me was a sense of boredom that increased with each mission. This is exacerbated by the rigid segmentation of each mission. Instead of a continuing story that unfolds and draws us in, we are given a series of separate short stories that begin and end with no real connection to what came before them or what is to follow. Playing **Paladin II** is essentially like playing 20 short games with the same design rather than playing one epic game.

The one feature that really sets **Paladin II** apart from the crowd is the Quest Builder. This allows each player to design adventures with all of the elements included in those provided by the developer. Build terrain, place monsters, set the victory conditions, chain two quests together to provide a mega-challenge, and so forth.

While the **Paladin** system may not be the most flexible ever, it is still nice to get free rein to the full extent that the game engine allows. Best of all, the builder is easy to use so it doesn't take three months of studying the manual before successfully completing the first design.

Satisfying fun

Those interested in creating their own games would do well to give this a try. No one is going to create the next **Wizardry**, but it can be satisfying and fun to generate a challenging quest and watch a friend enjoy it.

In fairness to **Paladin II**, it is appropriate to point out a few things at this point. One is that I played the original **Paladin** for some time before getting tired of it. I am now looking at a game virtually identical to one I had already grown weary of.

However, anyone who has not played the first game might well expect to get more enjoyment out of it than I, just as I had a good time for a while with my first **Paladin** experience.

Rabid

Those players who loved the original and wanted more will doubtless be thrilled to see the core of the game intact, while a few areas have even been enhanced.

I would recommend **Paladin II** to the following groups: rabid fans of **Paladin**; devoted hack and slash gamers who don't mind the lack of a story, or character development, and anyone interested in designing their own dungeons.

Paladin II may not be everyone's cup of tea, but it can provide a good time to those interested in what it has to offer.❑

Designed by
Chris Bamford,
Thomas Carbone

Published by
Impressions

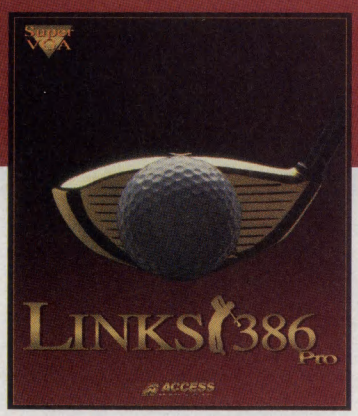
Systems
PC, Amiga

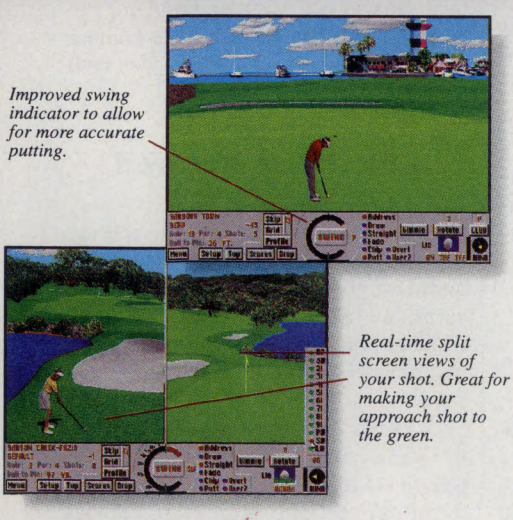
Graphics
VGA

Sound
AdLib, Soundblaster

Supports
Keyboard or Mouse

by the game itself.





Improved swing indicator to allow for more accurate putting.

Real-time split screen views of your shot. Great for making your approach shot to the green.

The Experience Continues...

The challenge doesn't end with Harbour Town. You can play each of the original LINKS Championship Courses (sold separately) with *LINKS 386 Pro*. Seven internationally-acclaimed golf courses on your desktop! Torrey Pines, Firestone South Course, Bay Hill Club, Pinehurst #2, Troon North, Dorado Beach, and Barton Creek with additional courses being released as fast as they are completed.

If you're a LINKS owner, you can purchase *LINKS 386 Pro* at a special introductory price. Call us today for more information.

1-800-800-4880

Call toll-free, 24-hours a day, Mon-Sat in the U.S. and Canada or visit your local software dealer.

NEW!

New Features for Links 386 Pro!

•Seven different viewing windows, with over 345 different combinations. Improved club selection feature. • Wide, panoramic views giving you a better feel for the course. • Statistics recorded for each player, game and course, with optional print out. • A "Saved Shot" feature. • Scaleable "Top View". •"Profile View" which shows changes in elevation between the ball and the pin. • All new sounds! Supports SoundBlaster, SoundBlaster Pro, Adlib and other compatible sound cards & RealSound. • Improved swing indicator for more realistic putting. • Male or female golfers, with 10 different shirt colors to choose from. • Spectacular texturing of fairways, rough, sand, water not offered in other golf games.

What Reviewers Are Saying about LINKS 386 Pro:

Strategy Plus:

"...with LINKS 386 Pro, *Access* has not so much pushed back the 'envelope' as redefined the term 'simulation.' Right from the opening screen it's clear that something special is happening here."

"...represents a new generation of computer game. Just play it and love it."

PC Entertainment:

"...for sheer, unadulterated realism, no golf simulation equals the performance of LINKS 386 Pro."

"...if you're serious about golf simulations, treat yourself to LINKS 386 Pro. And if you don't own a 386 to run it on, youi've finally got a real good reason to lay out the money for an upgrade."

Computer Gaming World:

"...if you have a fast 386 or 486, think of LINKS 386 Pro as a Ferrari or a Corvette."

"...the ground texturing is dramatically realistic."

Reader Service No. 89

Waxworks

On the camp pain trail

By Joan McKeown

Designed by
Horrorsoft

Published by
Accolade

Systems
PC

Graphics
VGA

Supports
All major sound boards, mouse

There are two very important things missing from **Waxworks**... Elvira's.... Without them, the ladies have little to complain about, the gents have little to interest them, and we have a game without passion. **Waxworks** by Accolade sports the same interface as **Elvira: Mistress of the Dark** and **Elvira II: The Jaws of Cerberus**, but lacks the spice of the first two games. This may be due to the absence of the camp queen, or it may be that the game design has become overblown and plodding. Instead of the ever tantalizing tips from Elvira, the player is treated to the wisdom of dear departed Uncle Boris, a rather preachy and far less attractive interloper in the gameworld.

Fleshing out

Waxworks is a series of set pieces, wax museum displays that can be entered and played through. Each exhibit is a stand-alone game segment, set at a different time in history. No matter how well a character does in solving one exhibit, the next one is begun as a level 1 character with no skills, no weapons and nary a clue as to how to proceed.

I died violently

The game contains five sections, four of which are open for exploration at the beginning of the game. I stepped into each of the four available exhibits to see the scenery and check out the story. In each one I died, violently, immediately. There may be a thousand ways to leave your lover, but **Waxworks** appears to have ten thousand ways to kill a player, none of which are very loveable. Death is ugly and brutal every time. And familiar. So much so that one could make a case that these are left-over graphics from the **Jaws of Cerberus** with a few new game frames added to flesh out a semi-story.

Despite my negative feelings to **Waxworks**, it does contain some good points. The graphics are beautiful, if gory, and the sound quality is excellent. The music is annoying but the sound effects are good. The interface is a standard point, click, drag, drop routine. Nothing new and not very exciting, but it works well within the game's demands.

Sphinxed

Each scenario has plenty of combat and several logic puzzles. The largest segment of the game is the first exhibit, the Pyramid, which has several levels and which must be mapped very carefully. Mapping is tedious but essential since several items from the upper levels are needed to solve sections of problems on the lower levels. Traversing already explored corridors is quite hazardous unless the one is willing to move as slowly. This is due to the fact that the entire pyramid is booby trapped with wires that are practically invisible. I found this little 'gotcha' to be the most annoying aspect of the game.

The character's inventory can become immense. In the pyramid sequence, items can not be dropped once they are added to the inventory. Since there is no apparent limit to the size of the inventory, this is not a major problem, but presents the player with a huge number of items to sort through when faced with a puzzle.

For those in need

The logic puzzles are fair and the tips available from Uncle's Head are quite straightforward and helpful in most cases, but far too circumspect in others. Combat is identical to that in **Elvira I**, much easier than the style required in the sequel.

Two dead giveaways haunt the entire game. Items that are required for puzzle solutions suddenly acquire extra menu options, and just before combat there is a chugging disk access that gives the player lots of time to ready a weapon. These two quirks take what little challenge the game had and reduce it to nonexistent.

Waxworks is, perhaps, perfect for those times between great games when any game will do to ease the craving.❑

"A Case Worthy of Your Talents, Holmes"

Interact with dozens of unique characters, each with their own personalities — and alibis

•

Use the detailed overhead map of 1888 London to identify your next sleuthing location

•

Refer to Dr. Watson's journal for a detailed record of your investigation

•

Use your laboratory at 221B Baker Street to analyze clues

•

Classically-scored soundtrack with over 30 original themes

•

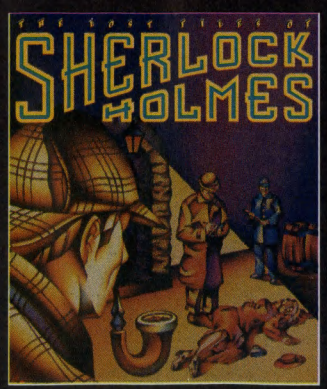
Digitized voice and sound effects (soundboard required)

A young actress has been brutally murdered behind the Regency Theatre. Jack the Ripper appears to have struck again. Scotland Yard turns to you my friend.

Dr. John H. Watson

The largest Graphic Adventure ever done for the PC

The Lost Files of Sherlock Holmes for the IBM® PC and compatibles.



Visit your local retailer, or call 1-800-245-4525. By Mythos Software and Electronic Arts. ©1992 Mythos Software. All Rights reserved. IBM is a registered trademark of International Business Machines Corporation.

ELECTRONIC ARTS®

Reader Service No. 2

DARKSEED™

Based upon the fantastic artwork of H.R.GIGER

CYBERDREAMS™

AVAILABLE FOR THE IBM PC AND COMPATIBLES (MAY '92), COMMODORE AMIGA (OCTOBER '92) AND APPLE MACINTOSH (MARCH '93) COMPUTER SYSTEMS.

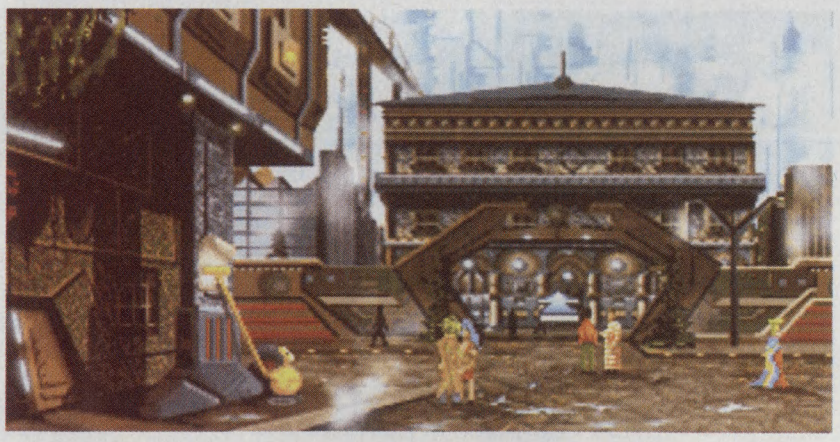
DISTRIBUTED BY MERIT SOFTWARE, INC.

DARK SEED AND CYBERDREAMS ARE REGISTERED TRADEMARKS OF CYBERDREAMS, INC.; © 1992 CYBERDREAMS, INC. ILLUSTRATION LI II © 1974 H.R. GIGER ALL RIGHTS RESERVED.

BAT 2

The Koshan Conspiracy

By Ian Marsh



Toyshops everywhere seem to stock bumper compendiums of games – the sort that come complete with Ludo, tiddlywinks, snakes and ladders and draughts. It's the sort of cheap cheerful present you'd give to a child at Christmas in the hope that a scattergun approach to entertainment will avoid boredom.

Computer games sometimes follow the same line, taking a piecemeal approach that involves presenting lots of little sub games that attempt to make up a complete entertainment package. Such games are usually naff, and **The Koshan Conspiracy** (**TKC**) is no exception.

Arivederci Roma

Nominally an adventure game, **TKC** also contains versions of Chinese chequers, breakout, a pipeline flow game, two driving and two flight simulators, all of which squat menacingly in a 15Mb gift box. As the adventure graphics are quite detailed, and high quality digitized sound is used, that clearly doesn't leave much room for any of the simulators to be much good.

The player is an agent (as in the original **BAT**) of the Bureau of Astral Troubleshooters, a secret organization based on Earth. There is a rudimentary and simple character generation system that in essence involves picking a profile (such as smart or observant, or strong but thick) and modifying it to enhance what the agent is really good at, or to make some of his faults at least bearable. Attributes are rated from 0 to 100, with 100 good, but beyond that their significance is lost on me.

Arriving at Roma II, a metropolis on the planet of Shedishan, armed with absolutely nothing, the agent has to make his way to the Mantoue Manor Hotel. There he will meet his contact, Sylvia Hadford, who will brief him on the mission. The game's reference card has a walkthrough that tells the player how to guide the agent to his rendezvous. Without this card a player can spend several sessions just trying to find his way around Roma II without any money and therefore no ability to do anything. I know, because that's all I could do with a pre-release copy that lacked this vital element!

Pump up the volume

Graphics are attractive and handled cleverly. A succession of frames appear, each showing a scene the agent has just visited and making the adventure look like the page from a comic. Background sound is quite good, as befits a game that makes use of digitized sounds, but was a tad quiet, necessitating a vicious cranking up of the volume on my Adlib sound card.

The interface is all point and click: directional arrows appear to indicate where the agent can move too; wobbly lips appear over passers-by to indicate they have something to say. Unfortunately, passers-by seem to interfere with the movement system: it's easy to click on the mouse to move, only to find the agent initiating a conversation.

Talking is handled quite simply by pointing at topics, clicking, and letting the other party gabble on. The system intelligently notes new topics the agent can talk about once he learns of them. Any notes about their significance, however, have to be jotted down on paper, as there seems to be no way of accessing topics other than through conversation.

Many of the screens are too cluttered to make much sense. For example, the signs used to differentiate hotels, pharmacists, armourers and the like. Finding out

Published by
Ubisoft/Computer's Dream

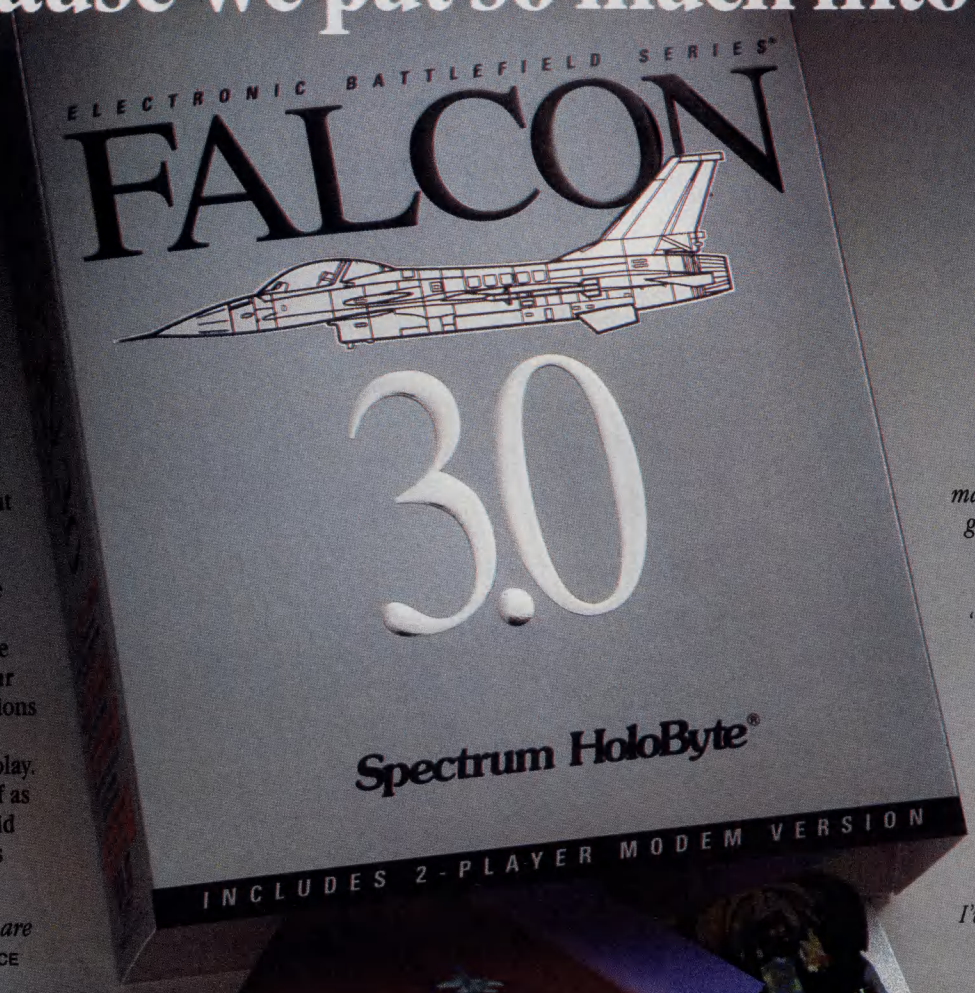
Designed by
Herve Lange

Systems
PC

PC graphics
VGA

Supports
Keyboard, mouse, joystick Adlib, Soundblaster

You get so much out of it because we put so much into it.



We could tell you about the superb graphics we put into Falcon 3.0™. And the incredibly real F-16 feel. And the sensational scope that delivers everything from Instant Action arcade excitement to plotting your own Red Flag training missions to engaging in a different campaign every time you play. But we couldn't say it half as well as the critics have said it. Look at the high marks they've given Falcon 3.0.

"The visuals during flight are awesome." JIM DOUGLAS, ACE

"If you aren't in the armed services–and maybe even if you are–this is as close as you can come to flying the Falcon."
PETER OLAFSON, COMPUTE

"The graphics are stunning, the sound is incredible and the game play is a rush."
DAVID ETHEL, VIDEO GAMES & COMPUTER ENTERTAINMENT

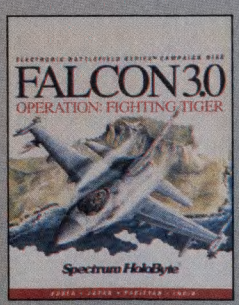
"It's not so much a game system as it is a way of life."
EVAN BROOKS, COMPUTER GAMING WORLD

"Realistic, contoured terrain. Your view from the cockpit is the best in the flight simulator world. And Falcon's user interface is slick and easy to use." PC GAMES EDITORS

"Be excited. Falcon 3.0 makes other efforts in this genre seem like test runs for the real thing."
STRATEGY PLUS EDITORS

"The most complete and accurate jet fighter simulation to be found this side of a security clearance. Period."
RICHARD SHEFFIELD, COMPUTE

"The most appealing aspect is the realism. This is as true to life as I've seen on a computer."
COMPUTER GAME REVIEW EDITORS



Now Falcon 3.0 takes you places you've never flown before.
Operation: Fighting Tiger™ takes you on action-packed missions in three new Asian campaigns. Fly your F-16 to Korea, to the Pakistan/India border, to Japan and the disputed Kurile Islands, where you can also fly the advanced FSX, Japan's newly modified F-16. Operation: Fighting Tiger requires Falcon 3.0

For Visa/MasterCard orders call
24 hours a day, 7 days a week:
1-800-695-GAME (Orders Only).
For technical questions and availability call:
1-510-522-1164 (M-F: 9am–5pm PST)

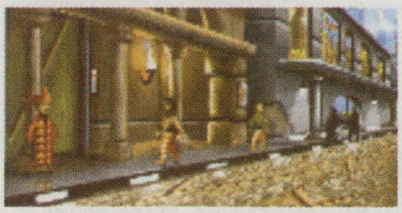
Spectrum HoloByte®

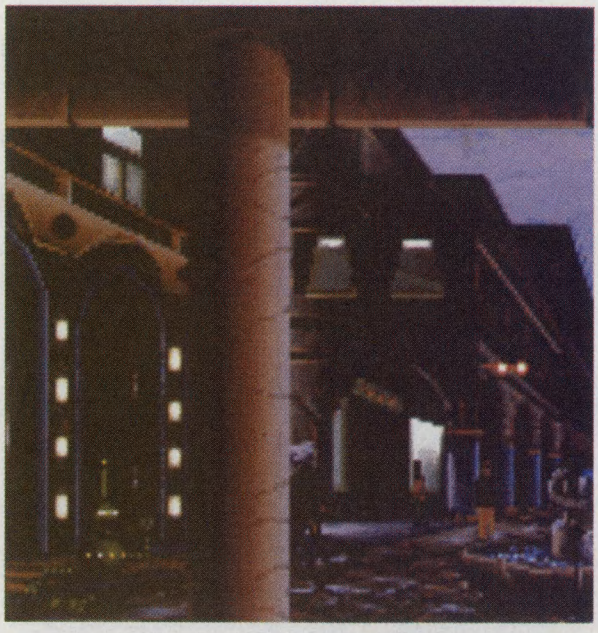
Spectrum HoloByte, Inc. 2490 Mariner Square Loop, Alameda, CA 94501

Operation: Fighting Tiger and Falcon 3.0 are trademarks and Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.

Available for IBM/compatibles

Reader Service No. 6





where the agent is depends very much on wandering in to a shop and talking to the assistant.

Shop talk

Movement between areas of the city depends largely on the VIA (a sort of taxi) and the Mosquito (an aerial taxi), both of which must be hired and come in self-drive or paid driver options. They eat up money quickly, especially the paid driver option which avoids the tedium of having to use the simulators. Two simulators, however, are compulsory, which is a bit of a bind for players who like adventure games but hate driving and flight programmes. Why do programmers insist on putting in these elements?

Combat can be in two forms: strategy based or arcade based, which respectively seem to add the equivalents of shove ha'penny and a shooting gallery to the compendium. As well as the compendium there are three adventure games. The first is a simple mission to find out who has the holding interests in the echiatone mineral deposits on the planet and to secure them. The implication of the game is that this will require quite a bit of money: much more than the agent carries on his debit card. Perhaps this is why the gambling games are included, so that once the player becomes good at them it is possible to play for high stakes and therefore win enough to accomplish his mission.

Alarm shock

Throughout his adventure, the agent is hampered by a biodirectional organic biocomputer (BOB) that is built into his left arm. The manual explains it is a tool that can help the agent and even save his life, but basically it is a confusing extra. It allows the player to write programmes in icon form so that an alarm sounds if, say, the agent is feeling hungry or someone he is dealing with is hostile. In essence, it's fine if the player is a computer programmer, but for dunces like me who just use computers as a working tool and a games machine it is useless. The programming system is pretty unworkable: instead of a tablet of icons, it is necessary to click through a list one by one until the required icon is found. Messy.

As well as the programming function, there are also icons that in essence appear to be a medical analysis kit that shows heartbeat and how various bodily functions are performing. Drugs can be injected into the agent's body to compensate for lack of sleep, injuries, low-light, and there are even little cosmetic sacks to disguise his features. One drug also will give the agent premonitions of danger. It's all very fitting for a science fiction setting that verges on cyberpunk.

Trivial pursuits

The game employs a hierarchical object management system, which I have to say is a jolly good idea, but unfortunately it is badly executed. A game such as **Ultima Underworld** shows how it should be done – using pictures. **TKO** uses a four-way arrow system based around the agent's body as the trunk of an object tree. To find out more about objects, the object has to be selected and moved to the appropriate icon and then replace: compare that with a simple click on an interrogation icon an then on the object itself, and the creakiness of this mechanism become clear.

The real nail in the coffin for the game is the section in the manual entitled '**Bat II** in stats.' Trivial statistics about the effort put into designing it, the number of sandwiches eaten while doing so, how many times a particular key combination was pressed, how many innocent virgins were slaughtered and so on, are clearly a warning to any prospective player that **TKO** is a turkey. Admittedly it's trussed, stuffed and complete with bread sauce and cranberry jelly, but it's a turkey none the less.❑

Spelljammer

Pirates of Realmspace

By Joseph Boone

Spelljammer, the RPG from SSI, is an ambitious project. Space flight simulation, planetary exploration, ship to ship combat, and tactical personal combat are all attempted in varying degrees. The game is based on TSR's **AD&D** series in general and the **Forgotten Realms** world in particular. The TSR **Spelljammer** supplements form a rich and enjoyable gaming environment and the potential for enjoyable computer gaming based on this material is vast.

Jam session

The game begins with the player character taking over as captain of his very own spacefaring vessel. Faced with an entire solar system to explore there is little choice but to select a planet at random and go there. Navigation is handled using a series of menu choices which lead to star charts where a location is selected. Once the course is chosen the captain simply activates the icon to begin spelljamming and awaaay we go!

For those who have envisioned the wonders of space and the majesty of the stars, the visual representations are likely to be disappointing. While the graphics for this segment might be considered exceptional on a Commodore 64, it seems unlikely that anyone accustomed to quality VGA pictures will be impressed. Basically, we are shown what looks like a black background with moving sticks that are supposed to be celestial objects rushing past.

Brave new world

Travelling between planets seems to be a fairly lengthy undertaking. There is far too much time spent waiting for an interminable period of time for the ship to arrive at its destination. I can only suppose that we are expected to spend the time marveling at the 'beautiful' graphics.

Upon finally arriving at the chosen goal it is with some disappointment that we see there are very few options available to explore this brave new world. A menu with several locations such as an inn or shipping warehouse is provided. Most of these places offer simple choices such as what to buy or what cargo to take on for shipping. Missions can also be obtained at the inn which will help pay the bills that will inevitably accumulate. Unfortunately, these missions seem to be randomly generated and it is even possible to get the same mission after successfully completing it earlier in the game.

Culture shock

Since these missions are the only thing remotely resembling a plot in the early stage of the game, this haphazard method of selection leads to the feeling that the game is spinning its wheels and the player is accomplishing little if anything. Most disappointing about all the worlds in **Spelljammer** is that none of them has any real personality or culture of its own. There is no sense of visiting exotic new places because all we see are the same old menus and a mediocre shot of a town from that planet. Each and every planet can be summarized in one word. Bland.

One common result of accepting missions and flying through space is engaging in ship to ship combat. Whether commissioned to destroy pirates or the victim of a chance encounter it is a certainty that every captain will be forced to take arms against another ship with some frequency. Weapons can be targeted at various parts of the enemy ship or one can aim directly at the opposing crew. Despite the fact that the ship is navigating in space, movement is limited to two dimensions with no ability to climb or dive. This combat is played out in real time and has a definite arcade feel to it.

While ship to ship combat is probably the best part of **Spelljammer**, it is a relative strength at best. There are few strategic options which leaves the burden of providing excitement squarely on the arcade action. The system is simply not up to the task. The battles last for too long and move too slowly. Most of the time is spent maneuvering for position or allowing weapons to reload. There is nothing remotely compelling about the process.

A common tactic in combat is to grapple an opposing ship and board her. What follows is a battle between the two crews. The system used for this personal

Produced by
George MacDonald

Published by
SSI

Sytems
PC

Graphics
256 Color VGA

Supports
Mouse, most soundcards

AYE, AYE! CAP'N, SETTING COURSE FOR CHANDOS, 40 DEG.
WE SHOULD BE THERE IN ABOUT 2 DAYS.
ADJUSTING COURSE TO 0
BIG ED, now orbiting CHANDOS.

combat greatly resembles the tactical combat screens from the SSI Goldbox games. An overhead perspective offers a view of the battleground while a series of icons are available to command the troops. It is unfortunate that the designers chose to devote nearly half the screen to these command icons, as it severely limits the area the player can view on screen at one time.

Combat is made more difficult as a result since the field of battle tends to be fairly large. The graphic representations of the combatants are also not up to par with recent SSI releases such as **Pools of Darkness**. One can only wonder why SSI chose a combat system so similar to the Goldbox games, but chose to create a new, inferior, implementation instead of merely placing the existing one into this game.

Odds and sods

I began this review by pointing out that **Spelljammer** is an ambitious project. It is most unfortunate that little if any of this ambition is fulfilled. Each aspect of the game is so jarringly different from every other portion that there is simply no flow or continuity to the process as a whole. What is worse is that no single aspect of the game is particularly enjoyable. We are left with a collection of odd parts, none of which are fun. My last session with **Spelljammer** left me with a thumping headache and an overwhelming lack of desire to ever play it again. With all the quality games coming out this winter there is little reason to waste time and money on such a lackluster product as **Spelljammer**.❑

VOICE COMMANDER

Voice activation compatible with
Thrustmaster Controls

Available soon for:
F15 SEIII & GS2000

VIRTUAL REALITY — AT THE CUTTING EDGE!
VOICE COMMAND UPGRADE FOR STEALTH FIGHTER!

Say "Video 2" to activate the targeting system!
Say "New Target" and a new target appears!
Say "Missile" and the missile bay doors open!
Many Other Commands! $29
Available from **Chips & Bits**, 1-800-753-GAME
Also available from Viking Software, 1-800-852-6187

Island Imaging
201–1012 Plantation Clubdrive
Melbourne, FL 32940 (407) 255–9327
Requires Sound Blaster
386SX 2MB MSDOS 5.0
And a Microphone

TRISTAN™ Pinball

New!

Available for IBM PC and Macintosh color computers.

"Best Simulation" Finalist 1991
-Software Publishers Association

"(TRISTAN) should be a big winner."
-John Sculley

"You can easily forget you're playing on a computer."
-Miami Herald

"TRISTAN puts a new tilt on old fashion pinball."
-MacWEEK

"Superbly lives up to its billing as solid state pinball."
-MACWORLD

Enjoy the Excitement of Real Pinball!

- Authentic Ball Action
- Wild Pinball Devices
- Fabulous Sound
- TILT and much more...

Compatible with Windows 3.x, Sound Blaster™, Adlib Sound™, and 256 color VGA.

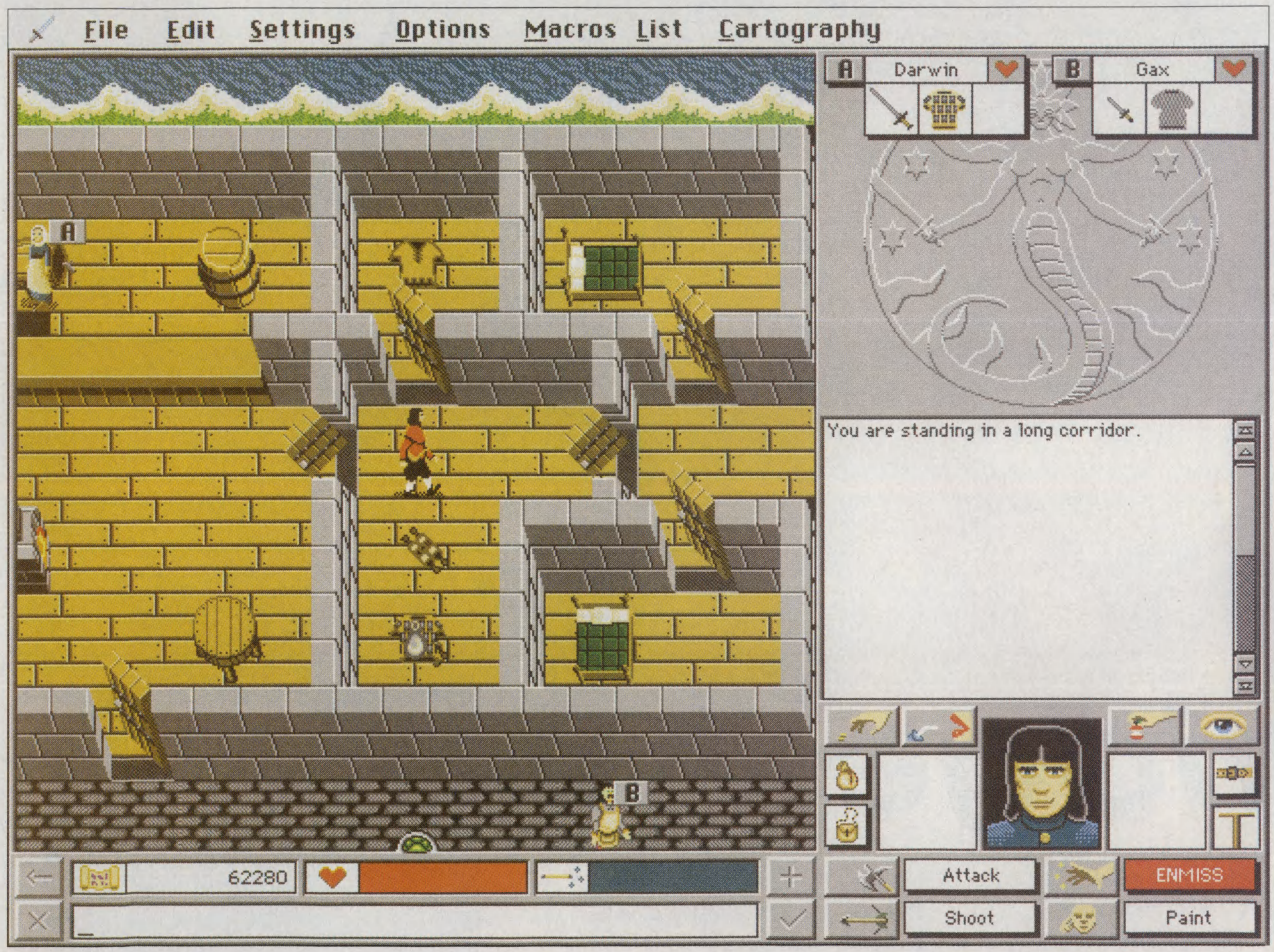
To Order: Contact your favorite retailer or call
(613) 967-7900.

AMTEX™
SOFTWARE CORPORATION

Reader Service No. 57

Amtex Software Corporation • 206 George Street • Belleville, Ontario Canada K8N 3H4 • voice (613) 967-7900 • fax (613) 967-7902

BIGGER THAN THE BOTH OF US



Andy Backer visits The Kingdom of Drakkar on-line

Designed by
William B Lineberger

On-line service
MPG-NET

Systems
IBM PC, MAC, Amiga

Supports
Hayes compatible modem; mouse

Notes
MPG-NET charges from $2 to $3 an hour depending on the number of hours contracted for. Direct access (no additional charges) available only in Pougkeepsie and New York City areas. Other access numbers available through a variety of vendors such as CompuServe at various charges.

The Kingdom of Drakkar is MPG-NET's (Multi Player Games Network) rip-snortin', swords and sorcery, interactive, sometimes frustrating, on-line computer-role-playing-game. The objective of a player's character, as in other RPGs, is to choose a profession, explore, have battles and rise through the ranks, acquiring more levels and skills.

The advanced players on-line in **Drakkar** call that getting 'big.' New players (Newbies) often seek and get the help of big players in the game. Some of the really big players have logged thousands of hours of playing time. One player has logged 9,000 hours in the year that **Drakkar** has been on-line!

It's quite easy to meet other players in the game and to ask them for advice and help. All a player has to do is meet them in the Steel Flower, the on-line pub. There is usually always someone in the pub, or any player in the game can be 'paged' from the pub. After players are paged, they can quit the game and go to a menu where they can choose to enter the pub. Quitting automatically saves their position in the game. Characters also meet each other while exploring and often pass each other in the streets and buildings of the cities where they almost always stop to chat.

Pub crawl

The excellent graphic interface along with a multiplicity of gaming and communication details allow one to escape into this addicting fantasy world easily. The primary interface is a

New Release

Bridge 7.0

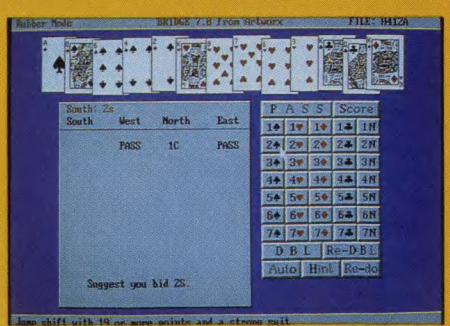
Bridge 7.0 is a complete bridge-playing program which allows you and your computer partner to bid against two computer opponents and then play out the hand. It is the ideal way for the beginner to learn to play bridge, and for the more advanced player to get in a few hands without having to round up three other persons. Many new features have been added to further refine this classic computer program:

- Digitized hi-res color card graphics.
- Mouse or keyboard input.
- Hint key tells what to bid and why.
- Take-back any bid or play.
- Auto bid and play.
- User selectable strong or weak 2 bids.
- Standard American 5 card major bidding, Stayman and Blackwood conventions.
- Digitized speech for all players.
- Play contract or duplicate bridge, or the game that started it all— whist!
- Modify player's bidding style.
- Powerful hand editor for setting up or modifying hands.
- Complete review of bidding and play with option to print.

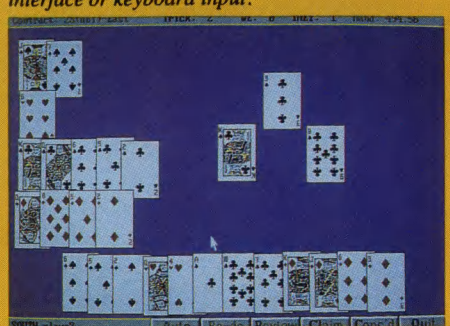
Bridge 7.0 for IBM or Macintosh has a suggested list price of $49.95.

Artworx®

Artworx Software Co., Inc.
1844 Penfield Rd • Penfield NY 14526
(800) 828-6573 (716) 385-6120



Bidding is a snap with point and Click mouse interface or keyboard input.



Life-like high resolution digitized card graphics add to the realism of the program.

256-color, VGA, mouse-driven interface called Drakvision which is available for IBM, Amiga and Macintosh users and takes up about eight megs of hard disk space. Character and monster icons appear to move across the screen. (The movement is an illusion created by centering the player's character icon in the middle of the screen, and repainting the screen around the icon each time the character is 'moved.')

There is a five-second delay between giving a series of commands and their enaction in a 'round.' I played the game with a 486/33 and a 386/33 and was comfortable with the speed of Drakvision. There is an ASCII interface available for those who want more speed. Several of the big players do use the ASCII interface for that very reason.

Drak cooler

The documentation that comes with the start-up kit is excellent. It is easy to understand and is full and complete. Even more information is available either through conversations with the players, or by downloading hint files and maps.

Two alternate characters can be setup for each account. It takes only a few minutes to create and roll-up a character, and there is an option available to re-roll as often as wanted in order to give the character better attribute points.

Character race choices are: Outcast, City Dweller, Woodlands Dweller, Forest Dweller, Underground Dweller, and Mountain Dweller. Every character starts as a Merchant and must dedicate themselves to a profession and pay for training before entering combat. Profession choices include: Fighters, Martial Artists, Mentalists, Healers, Barbarians, and Thieves.

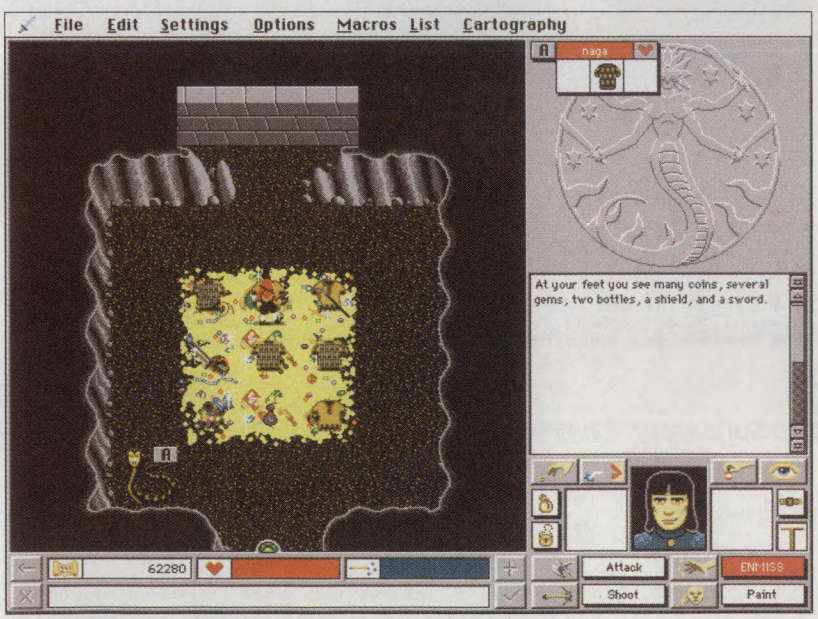
Dying in Drakkar is quite frustrating. There is no Boots of Re spell (reboot option) in this game. Resurrected characters lose at least one hitpoint, and depending on the circumstances of the death, they can lose much more. If a Griffin eats the character, the character loses a level of experience. The most common penalty is the loss of a constitution attribute point whenever a character dies and the player elects to restore the character. Handily, there are constitution potions available in the game that can restore those points; but 'con pots' are rare and not easily found.

The living dead

The danger of dying in **Drakkar** gives the game a depth lacking in any other RPG I've ever played. It encourages the players to play in parties, and not be loners. The chances of dying in a party are minimal. Healers constantly cast protection spells and healing spells. Even if a character does die, the party will either ressurect their dead on the spot or take them to a healer.

The dead can help themselves. The haunting voice of the dead can be heard by the party. The live characters can even talk back to the dead if they know how! The dead can bemoan their fate, and give directions to the living to help them find their bodies. Even dying alone and being stripped of all possessions has its positive side. The player learns a lesson, and volunteers will rescue lost equipment when asked. First, the character's body, although stripped naked, does appear safely resurrected back at the feet of a healer in the city. It is minus a constitution point, but the player can go to the pub and tell of the location of the death, and other players will immediately teleport to the vicinity and rescue all equipment lost and return it; and, who knows, maybe someone will even give the player a con pot!

File Edit Settings Options Macros List Cartography
Imecodihu
Nebasas
Lejipok
You are standing in the town square. A massive mausoleum with huge shafts of white marble stands majestically in the center. There is a warm breeze blowing from the south.
62280
Attack
Shoot
Paint

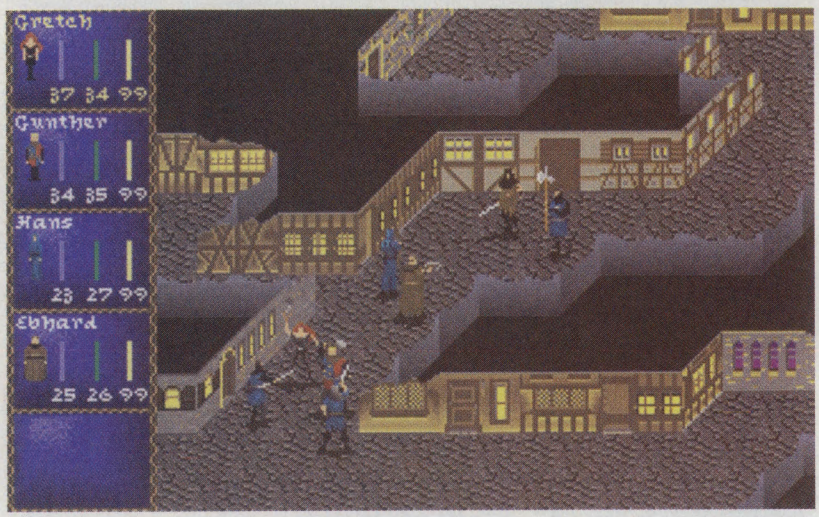

File Edit Settings Options Macros List Cartography
naga
At your feet you see many coins, several gems, two bottles, a shield, and a sword.
62280
Attack
Shoot
Paint

Emotional rescue

Bill Blakemore, a fellow player, told me: 'What really counts in any interactive game is player interaction. Any rating of an interactive game has to consider the quality of the players you interact with, not only as a source of information, but as a source of emotional support.'

Drakkar rates high on player interaction. Bill is only one of the many, high-quality, friendly players that we met in our tour of **Drakkar**. It's a very chummy place, especially, as my partner would like to flirtatiously point out, if you're female! And, of course, it's big. Bigger, in fact, than the both of us.❑

BLOCK BUSTERS



Curtis Suddarth and 'Unca' continue their journeys through Darklands and Wizardry 7

Darklands

The next major version update that Microprose will be issuing will be version .07.This promises to fix most known major and minor bugs and improve the overall game. It will also allow save games inside dungeons and castles. If it follows the pattern of the other fixes, it will also contain some additional artwork. This version should be released after Christmas or the beginning of January.

Microprose is currently testing an interim upgrade called version .062. This will not add any features except to fix several minor bugs not addressed with earlier fixes.

For those who are on the verge of giving up and assigning the game to the closet, here are a few workarounds until version 7 is available:

QEMM owners may want to use some other memory manager because of problems concurrently running SmartDrive. Also, the Stealth feature of QEMM can sometimes play havoc when the game accesses certain video memory in use. Removing the Stealth paramater may solve the problem.

Loading saves from within the game may produce problems. If this happens, exit the game and load from the main menu after startup. Having at least 630K base memory free can avoid problems. A vanilla boot disk is usually the easiest way to free as much memory as possible.

All things considered, the good points of ***Darklands*** *far outweigh the bad. The depth of play, the world size, and unique material presented will probably make this game a classic for RPG fans once all the bugs are vanquished.*

Tips

This month we'll look at the three quests leading to the final confrontation with the demon Baphomet. This doesn't necessarily mean the game is ended, but it is the main thread. The party can continue adventuring around as well as finish several other small quests.

The first quest is to find the witches' High Sabbat. The location and date can usually be found out when the party destroys a village that practices satanic rites. To find out if a village is under satanic influence, go to confession at the local church. The priest will tell a character to perform some strange rituals for absolution if it unholy. Approach the schulz and accuse his village of satanic practices. After the battle, write down the date and location the witches say. If the party is unable to reach the described location in time, another run-in with witches will reveal the new date and location.

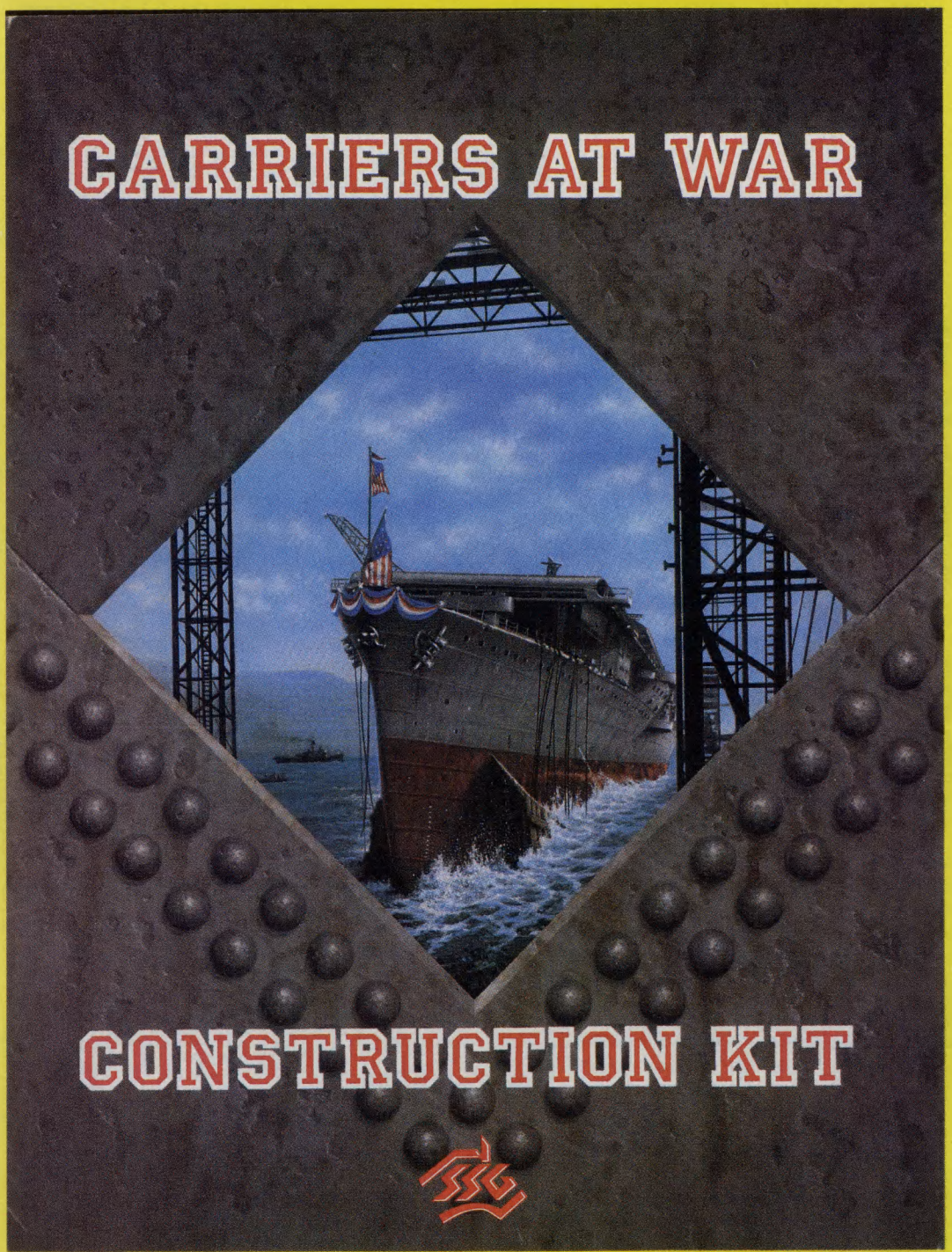
When the party has arrived at the correct place, choose the ambush option. This will allow the them to acquire cloaks for disguise. They should then proceed in to the main camp. It is always preferable to avoid combat whenever possible, so try to avoid fighting the wolves. Once in the camp, any one of the choices for the party is fine. Volunteer to help fix the meal, and baptize the babies. This gives an increase to virtue, and makes the infants useless to the witches. With the others choices, try to talk the witches into leaving instead of attacking. Slaughtering peasants isn't the primary goal.

The altar site

Another chore the party should volunteer for is to help prepare the altar site. This will allow them to despoil the summoning site. Speaking to the water ritual group and the broom riding group is also a good way to increase virtue. If the party is approached, bluff. When enough time has passed, the group is summoned along with the witches to the altar. Read all the messages carefully, because one will tell where the Templar monastery is located. If it is missed, the party will have to reload and try again.

Allow the demon to be called forth, then challenge it. This will result in a battle. Once the demon is defeated, the witches will attack. After several waves, the party will (hopefully) be victorious. There is no time to rest between waves, so have enough healing potions ready before entering the Sabbat. After the encounters, the party will break the first seal. Once that has been accomplished, the party is ready to travel to the next big battle.

The Templars' castle is in many ways the hardest quest to complete. It can take several hours and there is no way to save the game while in the monastery. This place is big, with a lot to explore. My party each had twelve to fifteen Essence of Grace potions, and they used most of them. A wide assortment of other alchemical preparations can also be highly valuable. The combat encounters range from mild to mildly nasty. I would recommend traveling around a while before tackling this quest so as to build up characters' abilities, especially combat skills.



From the smallest variation to an existing battle or the complete design of an original carrier battle scenario, SSG's comprehensive Construction Kit provides an infinitely flexible tool for bringing to life those climactic carrier battles which shaped the course of the Pacific War

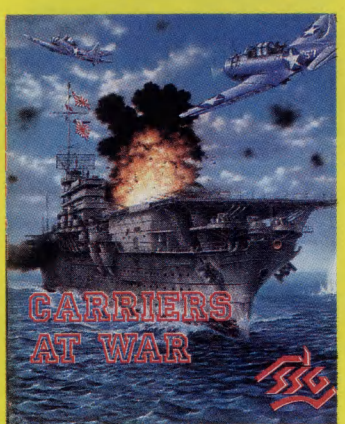
Build ships and planes... organise them into squadrons and task groups... draft a map and position air bases, coastwatchers, etc... bring history to life with this finely detailed Construction Kit

Play any of the three new scenarios included in this package

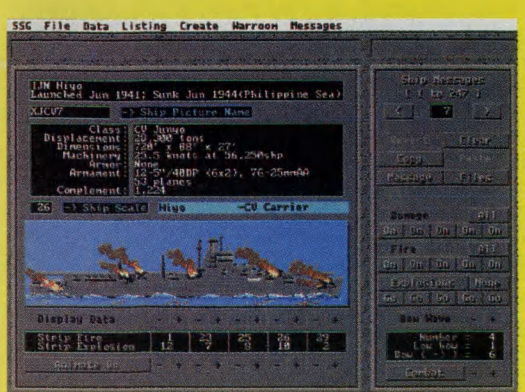
Additional intelligence files for the six scenarios in the original Carriers at War game will add greatly to their enjoyment

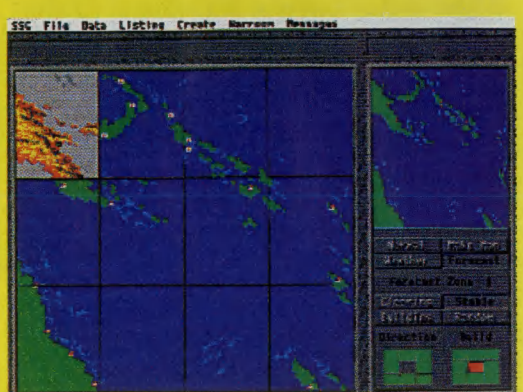
WarRoom™ is a revolutionary framework for customizing the Artificial Intelligence used by the computer opponent. For the first time in a computer game, the subtlety, skill and unpredictability of the computer's performance will depend on you...

Ownership of
CARRIERS OF WAR
is needed to use this product.



WAKE ISLAND GUADALCANAL TARAWA





Strategic Studies Group
8348 Monticello Dr
Pensicola, FL 32514
Tel: 904 494 9373
Available for IBM compatibles: Requires 640K, Hard disk drive, EGA or VGA. Supports Adlib & SoundBlaster Cards, Mouse or Keyboard.
5¼″ or 3½″ $59.95

Reader Service No. 25

Mini-quests

There are several mini-quests while in the monastary:
Upon meeting the mad monk, talk to him about God. When he asks for a confession, attempt one. He will give you an important piece of advice.
Look through the pile of burning books for a book from St. Thomas Aquinas. Actually, a party can keep going back until their best scholar's Speak Latin skill is maximized. (small cheat)

When the party finds the silver paper and ink, copy the symbols.
The only way my party could get information from the guard room was by attacking.

Give the skeleton his bone for some very valuable information.

Look for a secret door to find the head of the order.

The party finds three saintly artifacts. (These were the only ones my characters found.)

The final battle against the demon results in the breaking of another seal. This allows the party the ability to enter the Castle of the Apocalypse.

Castle of the Apocalypse

The Castle of the Apocalypse consists of completing the challenges of six rooms. Successful completion will give the party the six keys to enable the final confrontation with Baphomet. This quest is not the long grueling affair that the Templars was. It is actually fairly mild until the end when there is the fight of fights for the entire game. Everyone should have plenty of healing potions and be fully rested before this one. Knowledge of the following saints would be helpful: St. Polycarp, St. Finbar, St. Apollinarius, and some unknown saint who would help when dealing with Famine. (Sorry, have to find one for yourselves.)

The first room contains a seed. Four demons have to be fought after getting by fire and ice. This is by far the easiest of the keys to get.
The second chamber has fire beings who guard a shipwreck. In the shipwreck is a prisoner. When the party frees her, she breaks the fourth, fifth and sixth seals. This allows the party access to the next areas. She also gives the party a fish in a globe.

Next the party will tackle the room to the third key. There are four alchemists, and they are widely separated. The best tactic I found was to have each member of the party throw a Sunburst potion, then attack a different alchemist. When the alchemists start to attack again, throw more Sunbursts. Reaching the center, the party finds a jar of honey. This can be a moderately tough fight because of the potions being thrown and the traps.

The fourth chamber is pitch black. Calling upon St. Finbar allows the party to travel through the maze with a light source. Skeletons will have to be fought periodically, but they are mild. Reaching the center gives the party a magic lantern.

Locust-like critters abound in the fifth chamber. They are not that tough, and defeating them yields two Essence of Grace potions every time. These will definately come in handy later. Upon reaching a certain room the party will face one of the four horsemen of the Apocalypse, Famine. This encounter cost my party all their gold to acquire the scales, the fifth key. That unknown saint might have saved a lot of money.

The sixth task contained a huge host of lancers. A pray to Saint Apollinarius calmed the multitude. To get the Sword of War, my group each gave up one quart of blood, becoming permanantly weaker in the process. With the final key, the party can pass through the seventh door. This is by far the toughest fight in the game. St. Polycarp should be invoked before entering as well as any potions drunk that help with battle. The way is guarded by a nasty many headed dragon. Only two members of the party can melee with the monster, so the other two should hurl potions and use missile weapons. This fight will likely destroy all armor below a 30 quality, so be prepared to buy new stuff later. The dragon hurls fireballs, and is tough to hit. An abbundance of Essence of Grace potions is highly recommended.

Once the dragon is slain, the way is set for the final confrontation with Baphomet. I am going to pass over the specific details here, but the party should have no problems. The ending of the quest is nicely done, and the party will find itself in a nice tavern. The party then has the option of retiring, or continuing play.

Curtis Suddarth

Wizardry 7: Crusaders of the Dark Savant (part two)

We were sipping suds at The Boots of Re when Unca burst through the door, crying, 'Wine and fresh bathrobes for my men! We're all wet! We've been up and down the waterslide at the Funhouse so many times we're all water logged!

We asked him what he was talking about and Unca sat down with a squish, sighed, and patiently began, 'I'll go back to the beginning. When I talked to you last issue, we had just finished exploring Orkogre, right? I'll just continue the tipthru from there.'

He continued, 'We left Orkogre to investigate Nyctalinth, but were met at the gate and told to immediately see the head T'Rang. We were polite at the meeting (afraid to offend our ominous hosts) and agreed to talk to a T'Rang back in New City. We were allowed to take a teleport back where we met the T'Rang, who asked us to kill an Umpani hunter for him. We agreed, but had secret reservations. He left and we had access to the T'Rang embassy in New City from that point on.

At the temple in New City, Father Rulae talked about Brother Tshober and what to say to him, so we wrote it down and went east to Munkharama. Tshober met us at the river, and after a lengthy conversation (aided by our Rulae notes) helped us to cross the river.

The Polar Club

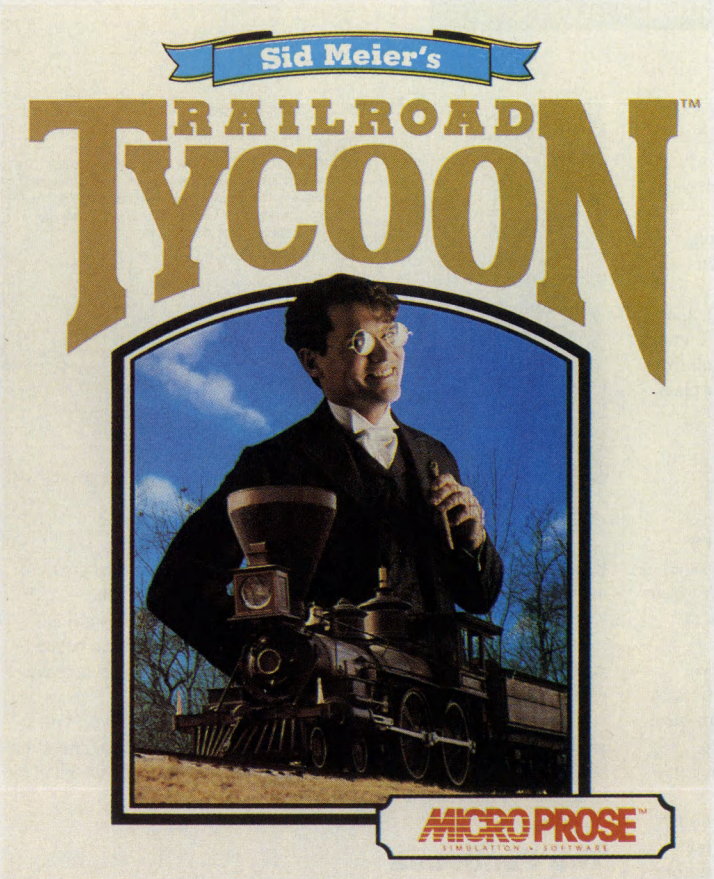
We explored Munkharama. We first solved the riddle of what to shout down the Well by remembering what people used to put on the eyes of the dead. The Well rewarded us by giving us four coins. We put the coins in door slots and found four beans. We put the beans in four chalices and then found a room with a spindle. We spun the spindle. The results were mixed (two black, two white), and we dropped through a trapdoor. We rebooted and went back to where we found the beans. We put them in different chalices. This puzzle was like the game Master Mind. An all black spin opened a door in one of the chalice rooms to The Polar Club.

The Polar Club had a wading pool for beginning swimmers and a pool for advanced swimmers to practice their skills. It also had a rubber bear which Thumbs invoked giving him a few extra points in swimming skills. We found out later that good swimmers can swim directly to the Polar club and do not need to solve the bean puzzle.

Brother Moser's apothecary was down the hall from the Polar club and after we found the door to The Land of Dreams (near one of the Urns), Moser gave us information we used to enter the Land of Dreams (after we had explored the Hidden Temple).

The land of Dreams

When we explored the Land of Dreams we finally ignored the warning to not enter the black door. We found the door after a pipe smoking Munk gave us a pipe and a pouch which we merged. We



"The designers of this simulation have done their homework and have provided anyone who fancies railroads with a chance to make their dreams come true." **Model Railroader**

"...clearly one of the best simulations of any type - indeed, one of the best games in general - to appear in a very long time." **PC Strategy Guide**

"...here's a nomination for computer game of the year... It's one product that is definitely right on track." **Chicago Tribune**

Overall Game of the Year; "... a lifetime of gaming in one product... **CGW**'s Game of the Year is rcognized because of its unique subject matter, excellent presentation, and exceptional game paly." **Computer Gaming World**

"If not the best, **Railroad Tycoon** is certainly among the best computer games ever created..." **Game Players**

"thoroughly engrossing... may well be the game of the year." **Video Games & Computer Entertainment**

3 Yr 36 Issues	**USA** ☐ $79	**CANADA** ☐ $ 112
2 Yr 24 Issues	☐ $56	☐ $ 79
1 Yr 12 Issues	☐ $32	☐ $ 44
RAILROAD TYCOON	☐ 3.5 disk	☐ 5.25 disk
1 Yr 12 Issues	**FOREIGN AIR MAIL**	☐ $ 82

RAILROAD TYCOON AVAILABLE IN NORTH AMERICA ONLY

Name _____

Address _____

City _____ State _____ Zip Code _____

Card # _____

Exp Date _____ Tel _____

US & Canada: Payment must be in US Funds. Vermont residents add 5% sales and use tax. Make checks payable to: Strategy Plus Inc., PO Box 21 Hancock VT 05748. Allow 4 - 6 weeks for processing, Visa & Mastercard accepted.

FREE!! RAILROAD TYCOON

WHEN YOU SUBSCRIBE TO

COMPUTER GAMES STRATEGY PLUS

CALL 800-283-3542

HONEST REVIEWS
TIMELY PREVIEWS
CUTTING EDGE DESIGN NOTES
DETAILED GAME HINTS
IN-DEPTH STRATEGIC ADVICE

Strategy Plus writers are hard-core gamers who give their honest opinion of games they have played at length. We give you the previews as soon as the information on titles such as Patriot, Star Trek: The Next Generation, Aces Over Europe, Warlords 2, and Might & Magic 5 is available. Game designers Chris Crawford of Patton Strikes Back, Dan Bunten of Global Conquest, Bruce Shelley of Civilization, Mark Baldwin of Empire Deluxe, John Almberg of Worlds at War and many others, bring you up to date as the design process unfolds. They share their design decisions with you, what's in the game, what might be included and what's been excluded. After the previews, design articles, and reviews we give you detailed game hints and complete walkthroughs for games such as Indiana Jones and the Fate of Atlantis, The Dagger of Amon Ra, Ultima 7 Black Gate, Wizardry Crusaders of the Dark Savant, and Might & Magic 4: Clouds of Xeen. The Perfect General, Civilization, Railroad Tycoon, Empire Deluxe, V for Victory, Power Monger, Great Naval Battles and similar games, get coverage with in-depth strategic advice. Computer Games Strategy Plus includes previews, reviews, design articles, game hints, and in-depth play advice for the newest IBM, Macintosh, Amiga, and CD-ROM based computer games.

stepped into the void alternating puffing and walking until the pipe finally lit up. We were offered several items, each leading to a different increase in attributes. We chose the Gown (regenerative armor), which increased all of our piety points, but wonder if we made the best possible choice! The strength increasing sword looked interesting.

We were then transported to the secret school of Xhen Xheng. Xheng asked us for the Holy Work that we found in the Hidden Temple and we gave to him. He asked if we wanted to accept a special assignment (to find five flowers and bring them to him), and we said yes. Thumbs finally got dressed in the Ninja garb we found in a treasure chest. (He had been stark naked ever since he changed from Thief to Ninja.) He also got a black belt that reduced his armor class even further.

The temple

We understand that the ?Temple map describes how to find the temple but we got there without a map. We searched the waters around the island and found another set of coins. We put them in the appropriate Urns and then used an object we found at the statue in New City at the Munkharama statue. This dropped us down into the temple.

The temple was large and time consuming. We spent days exploring it before we found a notched stick (?Bo) which we used in a hole in the wall (it looked like a depressed wall button) to turn off a trapdoor. Beyond the trapdoor we found a ladder down into the flooded parts of the temple. Brother Tshober's conversation gave us the clues we needed to find the Holy Work.

A ladder out of the Hidden Temple put us on the road to Ukpyr, but traveling along that road wasn't anything like one of the Bing Crosby and Bob Hope movies. There were many tough battles before we reached Ukpyr.

Ukpyr

The Umpani at Ukpyr are soldiers. We joined the Umpani army. It was the only way to get into the city! They gave us several different missions with different sets of orders. They forced us to buy inferior equipment that we sold -except for a musket that Baka, our Samurai, practiced with at the firing range. It took him a few tries before he found that the musket only worked after he loaded it (merged musket with shot) and equipped himself with it. He put the target on the back wall of the range and stood behind the line to fire. Baka found a new personal skill that he got up to 35 or so, and after he hit three bullseyes we all got promotions to TUF. This allowed us to buy a Blunderbuss which Mama, our Valkryie used. It took two loads at a time instead of the one allowed the Musket; and caused 30 points of damage a hit.

Much of Ukpyr we weren't able to explore until after we got our final set of orders. We were then able to explore all of Ukpyr, including some places where we took careful notes and later opened the Security Vault we found in New City with one of them.

We spent some time exploring the forest to the north of Ukpyr. We climbed some mountains and found some flowers. (Luckily, we had been developing our climbing skills so we were able to climb without falling too many times!)

We got orders to find and destroy a band of T'Rang camped in that forest. The T'Rang asked us to spy on the Umpani. We killed them. If we hadn't, Umpani spies following us would have turned us in as traitors. Even though we killed all the T'Rang we went back to Nyctalinth and talked to the spider behind the window he still assumed we were friends.

The Queen of T'Rang

Our last mission for the Umpani was to kill the Queen of the T'Rang and her brood of eggs at Nyctalinth and the Umpani General who gave us the assignment also gave us a special weapon with which to do it. Before undertaking this assignment we accepted one we got from the T'Rang, to go to Rattkin Ruins and solve the puzzle of the six spears.

Gretch
37 34 99
Gunther
34 35 99
Hans
28 27 99
Eghard
25 26 99
The hamlet nestles up against a hill. A small church sits amidst a graveyard. Smoke curls from the blacksmith's forge. Peasants labor in their fields and somewhere a dog barks.
You choose to ...

Rattkin Ruins was difficult to enter. We finally found a sacred grove of trees near the crossroads between Rattkin Ruins, New City, and Nyctalinth. Rows of trees attacked us without pause. When we finally won, we planted our ?Bonsai tree on the stone slab in the center of the grove. When we got to the ruins and found a face in the trees, help was then available.

Rattkin Ruins was huge, with many ladders up and down. We finally found the Thieves Guild but couldn't get past the hands check until we found Blindmeis. Thumbs practiced his thieving skills on the blind rat as advised by the voice behind the window.

The Funhouse

The proprieter of the Thieves Guild sold us the object we needed to get into the Funhouse when we talked about the place. The Funhouse seemed to be a Rube Goldberg puzzle collection. It took many hours to find and assemble parts of contraptions that eventually got us into previously hidden areas. Some of the contraptions spread out over several levels. We completely assembled one involving a sea saw which when we stepped on one end whipped us four feet up into the air. We flew higher after we used a special item we bought at Bertie's. We found Barlowe, who gave us an assignment and some information about how to access Old City back in New City. (We talked to the Professor at the Library about archives. He gave us a key to the Old City Access which we explored later. There wasn't much of interest there. We understand that if one visits the Magic Emporium in New City at midnight the Dane will sell magic goodies. For some reason the Dane didn't take a liking to us and wouldn't sell us a thing, however.)

The last contraption we found in the Funhouse was the waterslide; and that's from where we just came. We are at present trying to adjust five different levers we found (by going through a trap door with a churning device that looks like a Ferris wheel), so that we go down the slide to an otherwise inaccessible area. We found and placed a wooden dowel and a bar with a rope but have not found the correct combination for the levers yet. We know that two of the levers have to be down and the others up, but enough for now. Next month we'll finish this tipthru about **Crusaders**.

Last months tips

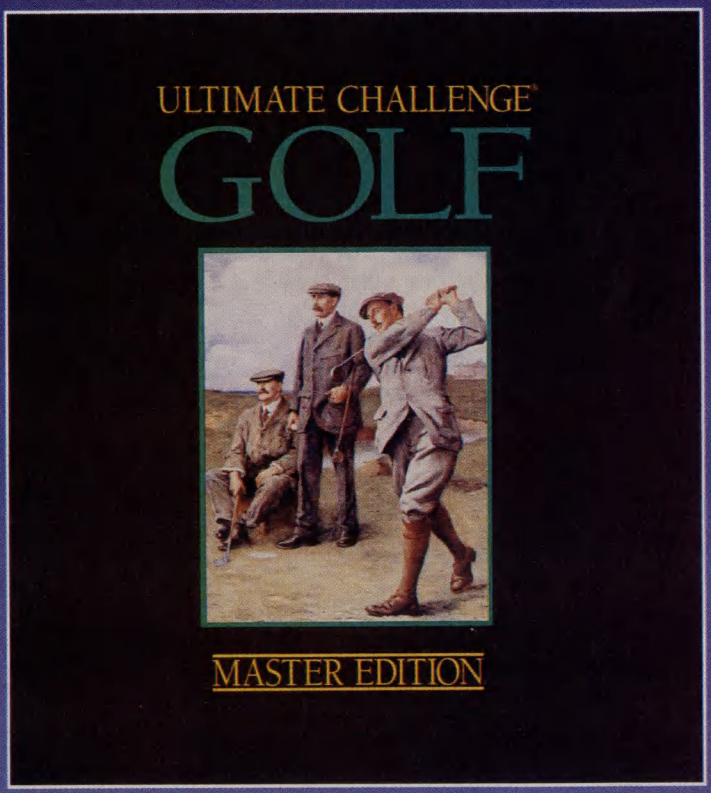
The following are a few of his more important tips from last month:

- The name on the flyer found in the starter dungeon is the password to New City.
- Talk to the Innkeeper to get the phrase that the Arms dealer is looking for.
- Release the prisoner, but not before he talks about what to say to the King of Orkogre.
- Open the door with the bloodstains in Orkogre with a little 'reflection.'❑

'Unca'

Ultimate Challenge® GOLF

The Only True Simulation of Golf



"As far as I'm concerned, you only need to have one golf game on your computer, and Ultimate Challenge Golf is it. Everything I can think of that should be in a computer golf game is in there."
C.P. — Registered User

"Once you play this it is tough to go back to the other type of golf games. Once my friends play it, they show up all hours wanting to play more. It's a fun game to play. You are actually part of the game rather than just tapping the keyboard for a simulated swing."
J.M. — Registered User

Why Ultimate Challenge Golf Is Different

The *Game* Of Golf Versus The *Look* Of Golf

The other major games are primarily graphics programs, simulating the *"look" of golf.* Ultimate Challenge Golf truly simulates the *"game" of golf* with tremendous depth and precision, including more course data and more shotmaking options than any other game.

Golf *Knowledge* Versus Finger *Dexterity*

The other major games are arcade games. A player's shotmaking skills are defined by his *finger coordination,* tapping keys to hit shots. In Ultimate Challenge Golf shotmaking skill is determinate upon the player's *course management skill* and *golf knowledge,* with no "coordination tests."

True Shots Versus *Random* Shots

The other major games use a simple shot mechanism which determines each shot based on the player's *random finger coordination.* The Ultimate Challenge Golf shot mechanism took *12 years* of intense research and development to fully assemble. It *assimilates thousands of factors* in determining a *true shot* every time. (Just for fun one day we created a finger coordination shot mechanism superior to any other — in *just 3 hours.*)

Friendly Software

Suggested retail $59.95
Money back guarantee
Call for nearest retailer 1-800-968-4654

Reader Service No. 91

Stereo F/X Soundcard

Hearing aids

By Jamie Parent

Manufactured by
ATI Technologies Inc

Compatibility
AdLib, Soundblaster

Price
$129 (may vary from store to store)

Anyone looking for a sound card that offers more than just aural qualities, keep reading. Stereo F/X, from ATI Technologies, has taken the soundcard concept several steps further to give more bang for the buck. The most significant of these steps is the addition of an 8 watt amplifier that is built right onto the card. And if that isn't enough, there are also two mini speakers included free for a limited time.

Along with the amplifier and speakers, a volume control dial and two $^1/_8$" stereo jacks, one for input (line and microphone) and one for output (line or speaker) are also included. Since we are talking about a complete sound package, don't forget MIDI control. Stereo F/X sports a 15 pin MIDI in/out/thru that meets all standards in MIDI control. If MIDI holds no interest, then the MIDI port doubles as a joystick port.

Installation is simple. All it requires is the usual task of inserting a board into the computer and loading the software. There are no jumpers to worry about, and the best interupt and addresses are found by the software automatically. For all the basic functions, from volume control to play and record, simple command line programs are used.

All these functions are wrapped together by Voyetra Technologies in WinDat for Windows or DosDat for DOS, both of which are included with Stereo F/X. WinDat and DosDat allow the playing and recording of samples; cut and paste pieces of each sample; save and load samples to file; and even filter samples to get the best possible sound. The available samples, ranging from glass breaking to saxaphone music, can be added to one's own sound library if so desired.

Another utility provided is the mixer. All the mixer functions are combined into one program allowing the user to listen to input through the sound card. This little feature actually turns the computer into a stereo enabling the connection of a walkman so that tapes or the radio can be listened to while at work. For those with CD ROM devices and the associated drivers, the mixer can be used to listen to CD's. Let us not forget about that which is dear to us all; game playing. Stereo F/X is 100% compatible with both AdLib and SoundBlaster. Those who have yet to play any games with stereo sound are in for a

A time when the world seemed more fantastic: and anything was possible!

Journey back in time to the year 1957 on an expedition to the dark heart of the Amazon Basin. A desparate, crazed message sends you on a perilous search through a land where legends come to life, danger hides behind every corner, and incredible treasures wait to be discovered.

AMAZON is designed in the style of the serials of the 1940's and 50's such as Flash Gordon, The Lost City, and Rocketman.

These serials were made up of intriguing, fast paced episodes which placed the hero in unbelievable peril. AMAZON contains 14 exciting episodes filled with plot twists, mysterious characters and heart stopping cliff-hangers. You haven't had this much fun since the drive-in days!

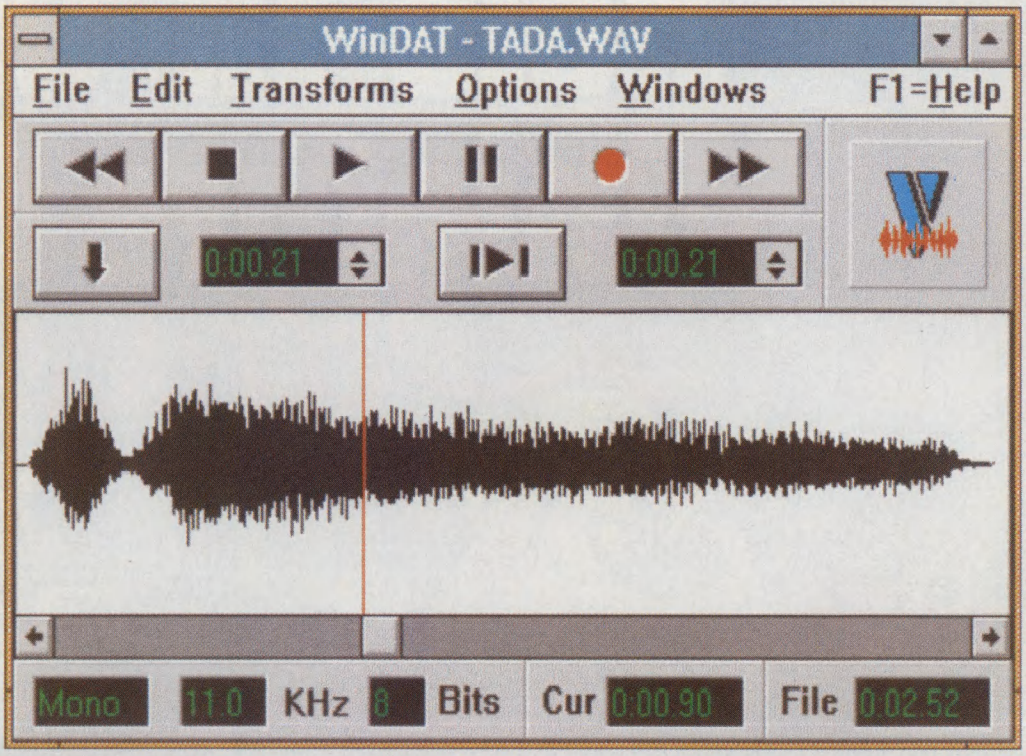
Metal monsters seek your destruction!*

Reader Service No. 89

treat. Even the sound through the aformentioned mini-speakers is perfectly acceptable and a vast improvement on the usual PC squawk.

Another enhancement to the usual soundcard package is the ability to synchronize sounds to graphics. Stereo F/X provides software to help associate sound samples to certain specified graphics and animations. Simply specify a particular sound to be played whenever a .gif or .fli file (graphic standards) gets loaded. When the animator displays graphics, Stereo F/X kicks in with a blast of sound. This is a great way to spruce up presentations, or bring those demos to life. And for the programmer ATI has provided all the drivers needed to create quality programs.

For every day use as a sound enhancer for games, for creative programming and MIDI control, or as a stereo, one really can't ask for more than this card provides. Stereo F/X has become a much appreciated addition to my computer system. I look forward to 'hearing' more from ATI technologies.❑



WinDat: sample this

Battle for your life at the Bridge of Death!*

Pulse pounding excitement with full motion video sequences and synchronized speech.

They grow them big in these parts!*

We're so sure you'll love our new multi-media adventure experience for your PC that we're willing to send you a FREE playable demo disk for just the $2 it takes to ship it to you! Call us now at 1-800-800-4880 to take advantage of this incredible offer.

ACCESS SOFTWARE INCORPORATED

ACCESS Software, Inc., 4910 West Amelia Earhart Drive
Salt Lake City, UT 84116 • (801)359-2900 • (800)800-4880

Gasp in disbelief at the lost tribe of Amazon women!*

*Actual Amazon VGA screens.

Hole-In-One Miniature Golf *Deluxe!*

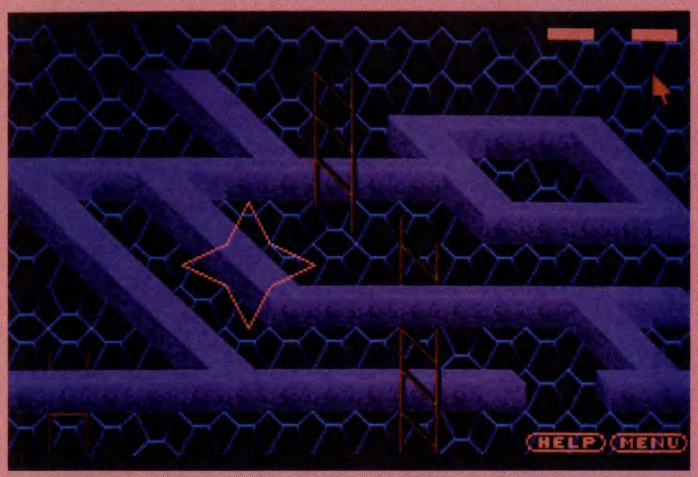
From "classic" holes to the bizarre, DigiTek Software's new **HOLE-IN-ONE MINIATURE GOLF** ***DELUXE*** uses the ease of a special interface (point and click) to provide fun and excitement for all ages (with as many as four players at once!). Incorporating new state of the art graphics and realistic digitized sounds into the five original courses from the best selling **HOLE-IN-ONE MINIATURE GOLF**, and adding three new courses, the *Deluxe Edition* comes complete with a whopping eight (!) 18-hole courses (144 holes). Fight against gravities, magnets, hills and pits on your quest for the best score. **HOLE-IN-ONE MINIATURE GOLF** ***DELUXE*** will provide hours of fun and entertainment.

DigiTek Software

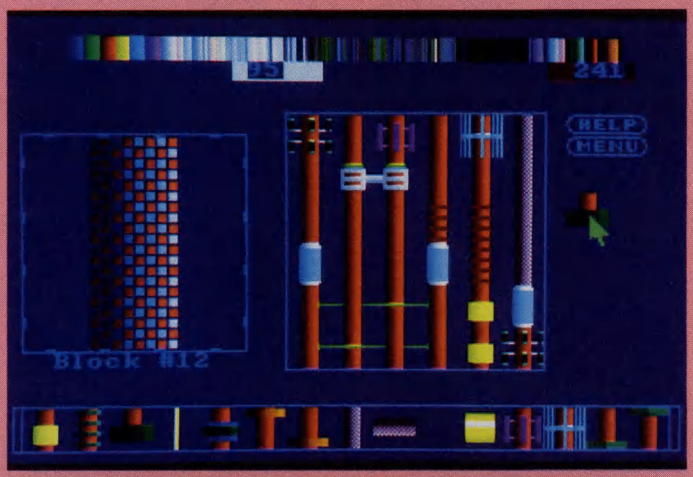
1916 Twisting Lane
Wesley Chapel, Fl. 33543
To order call **1-800-783-8023**!

Reader Service No. 102

YOU THOUGHT YOU LOVED COMPUTER GAMES. BUT...

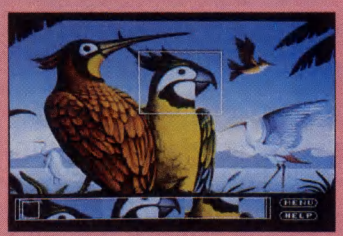


Easily construct complex worlds. Each scene can be over 62 times as big as your screen.

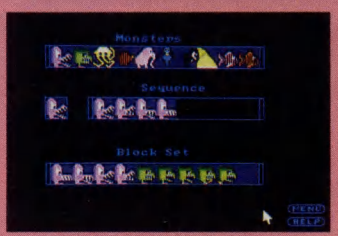


Draw pictures of characters, monsters, and scenes by creating picture blocks.

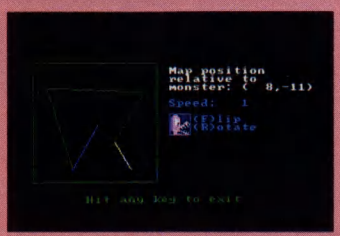
Design Palettes



Import Graphics



Animate Monsters



Plan Movement

UNTIL YOU PLAY WITH GAME•MAKER™, YOU'VE ONLY BEEN PLAYING AROUND.

A technological breakthrough by Recreational Software Designs lets you do the impossible. Now you can create 256 color VGA computer games without programming.

- *Design unlimited numbers of animated monsters and good guys.*
- *Animated characters walk, run, fly, hop, pop from scene to scene.*
- *Design your own sounds.*
- *Make arcade and adventure games as unique as your imagination.*
- *Modify and enhance GAME•MAKER games.*

Mouse driven and graphics based, GAME•MAKER is Computer Aided Game Design at its best. Is a game too easy? Increase the speed. Too boring? Add danger, sounds, and monsters. Too plain? Dress up the graphics, add animation. Too short? Add new levels.

GAME•MAKER includes lots of extras: hundreds of pictures, monsters, objects, good gals and guys, and detailed scenes and worlds. Use these extras in creating your own games. Plus you'll enjoy the sample games included with GAME•MAKER.

$129
Sugg. Retail

Game•Maker requires an IBM AT compatible 286, 386, or 486 with a color VGA monitor and mouse. Joystick optional. GAME•MAKER is designed and produced by Recreational Software Designs.

NOW SHIPPING V1.04
with high-level picture and scene drawing tools!

Available at your local retailer

or from:

KD SOFTWARE

Great Falls Avenue, Box 448
Rochester, NH 03867

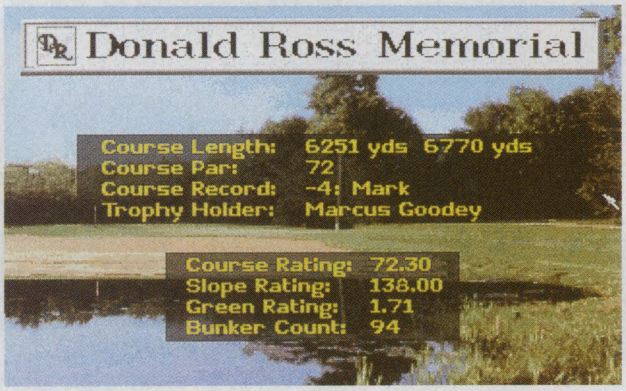
VISA/MC Orders: 1-800-533-6772
Call Toll Free for latest price.

Information: 603-332-8164 **FAX**: 603-332-8125

Reader Service No. 56

THE SPORTS LOCKER

Joseph McCullough surveys what stacks up



Greens: a modem first

David Leadbetter's Greens

Designed by
The Thought Train

Published by
Microprose

Systems
PC, Amiga

Graphics
VGA/MCGA,

Supports
Mouse, All major sound cards, modem play

Players
1-4

Ultimate Golf Challenge

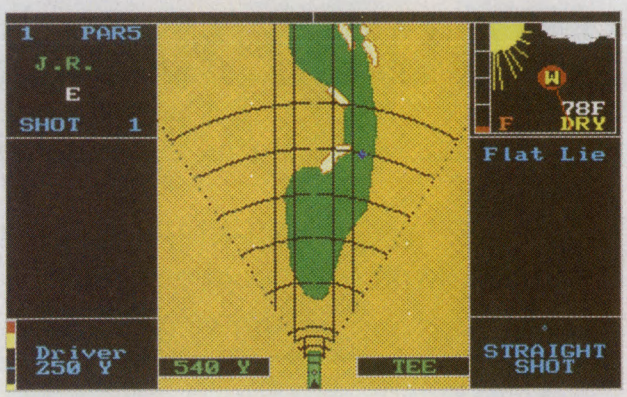
Published by
Friendly Software

Systems
PC

Graphics
EGA

Players
1-2

Notes:
A VGA upgrade will be available in the first quarter of this year



Ultimate Challenge Golf: impressive gaming engine

It's no secret that game software is getting bigger. Better graphics and sound require larger files. Larger files take up more disk space. Not too long ago the average PC buyer could live comfortably with a 40 meg hard drive. Now some of the more complex games require one third to one half that space.

What's a guy to do? It really isn't cost effective to run out and buy a new hard drive every time a must-have game shows up on the local dealer's shelves. It's also a pain in the posterior to continually remove and re-load games from one's hard drive every month or so. The solution? Stacker from Stac Electronics. This compresses files on average up to 50 percent, essentially doubling an existing hard drive's capacity. It can then decompress files on the fly, with only a minimal performance hit.

I mention Stacker in particular because it has been the most popular of this genre of utility programs. It beat the competition in comparisons tests run by *PC Magazine* in early '92, and at roughly $100 (street price for software-only version) is an inexpensive way to wring new life out of an old drive.

With such a popular product on the market, one would think that game publishers would be smart enough to make sure their games are compatible with the Stacker device drivers. Unfortunately, this is not the case. One new game in particular, **David Leadbetter's Greens** by Microprose, is not compatible with Stacker. That's too bad, because **'Greens'** looks like an otherwise stunning game.

From what I could glean from the manual and the few screens I saw before it went belly-up on my PC, **Greens** takes a different perspective than the other golf simulations on the market. It approaches the game as a golf tutorial, with renowned golf instructor David Leadbetter's tips sprinkled throughout game play.

Greens also features quite an arsenal of top-notch features never before combined in one golf game. It has the most play modes of any game on the market, including modem play; advanced shot set-up; multiple courses; and great graphics and sound. Too bad it won't run on a Stacker disk partition. The folks' at Microprose say there is a work-around for this (installing the game on an un-stacked partition), but I couldn't get this to work either.

Ultimate Challenge Golf

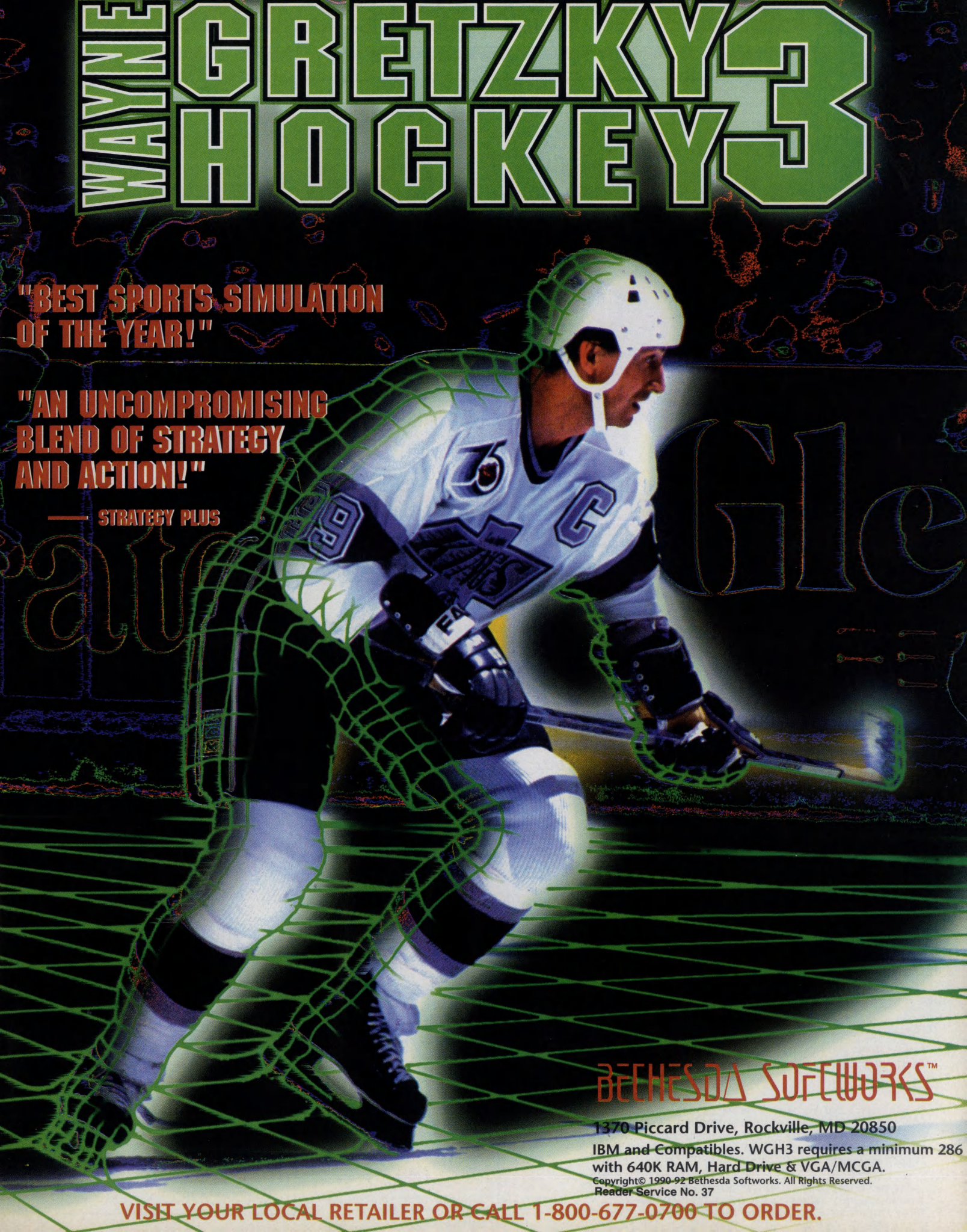
Speaking of innovative golf simulations, the guys at Friendly Software have produced what I believe may be the first and only strategy golf simulation. **Ultimate Challenge Golf** doesn't rely on the player's dexterity to determine shot outcomes. Instead, players must take into account multiple strategic factors when planning their shots.These factors include wind direction, weather conditions, ball lie, club selection, obstacles in the path of the ball, and player characteristics.

The latter is definitely a first. When setting up the game, the player must create a profile for his alter ego. What are his strengths and weaknesses? Is he a better long-ball hitter, or more accurate. What about woods vs. irons? And putting, how good is he in this crucial part of the game. These parameters and more define how your player will perform on the course. There is, of course, the option to define a player with no weaknesses, but according to the manual, computer players with tournament-level abilities will not necessarily succeed unless their human controller has superior course management skills.

Ultimate Challenge Golf has quite an impressive gaming engine. Nothing was left out statistically. Course handicaps are even re-calculated after a suitable number of rounds has been played. Unfortunately, the graphics are only EGA, and there is no support for any sound cards. The sound I could live without, but the bulky EGA graphics get in the way of accurate course management.

Still, this game is quite an interesting concept, and should appeal to die-hard duffers who are frustrated by the vast majority of golf games that rely mostly on dexterity to determine shot outcomes.❑

WAYNE GRETZKY HOCKEY 3



"BEST SPORTS SIMULATION OF THE YEAR!"

"AN UNCOMPROMISING BLEND OF STRATEGY AND ACTION!"

— STRATEGY PLUS

BETHESDA SOFTWORKS™

1370 Piccard Drive, Rockville, MD 20850

IBM and Compatibles. WGH3 requires a minimum 286 with 640K RAM, Hard Drive & VGA/MCGA.

Copyright© 1990-92 Bethesda Softworks. All Rights Reserved.

Reader Service No. 37

VISIT YOUR LOCAL RETAILER OR CALL 1-800-677-0700 TO ORDER.

Join the law firm of McKenzie, Brackman...

CALIFORNIA

LA LAW™

The Computer Game

Digitized photos direct from the popular television series.

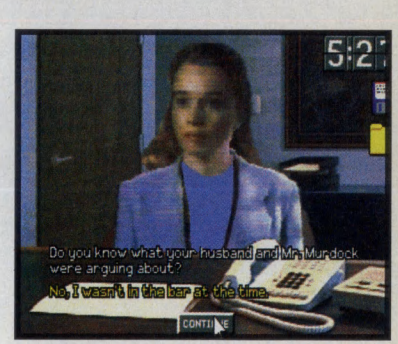
Developed by a lawyer and adapted from actual cases used in the hit TV show, ***LA LAW: The Computer Game*** *delivers a realistic glimpse of the human drama, mysteries, puzzles and intrigue played out in the law offices and courtrooms of Los Angeles... and throughout America.*

BEFORE THE TRIAL:

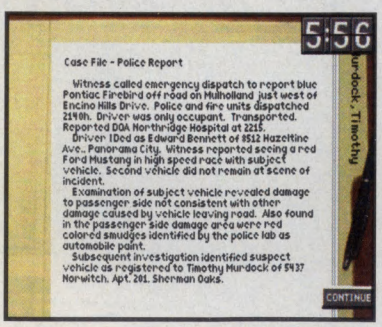
- Find and interview witnesses.
- Uncover police reports.
- Negotiate with opposing counsel.
- Look for legal loopholes.
- Discover missing details to pave your clients' innocence.
- Seek the advice of partners like Arnie Becker, Grace Van Owen and Douglas Brackman.

IN THE COURTROOM:

- Examine witnesses.
- Make objections.
- Request a recess.
- Ask for a continuance.
- Move for a directed verdict.
- Demand a mistrial.

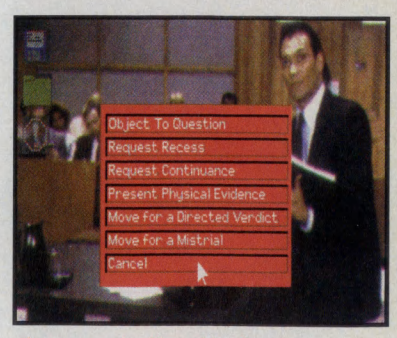


Your pretrial efforts are judged in realistic courtroom scenes.


5:56
Case File - Police Report
Witness called emergency dispatch to report blue Pontiac Firebird off road on Mulholland just west of Encino Hills Drive. Police and fire units dispatched 2149h. Driver was only occupant. Transported. Reported DOA Northridge Hospital at 2215.
Driver IDed as Edward Bennett of 8512 Hazeltine Ave., Panorama City. Witness reported seeing a red Ford Mustang in high speed race with subject vehicle. Second vehicle did not remain at scene of incident.
Examination of subject vehicle revealed damage to passenger side not consistent with other damage caused by vehicle leaving road. Also found in the passenger side damage area were red colored smudges identified by the police lab as automobile paint.
Subsequent investigation identified suspect vehicle as registered to Timothy Murdock of 5437 Norwitch, Apt. 201, Sherman Oaks.
Murdock, Timothy
CONTINUE

Eight challenging cases with new twists each time you play.

Win enough cases and Leland retires– leaving the firm in your hands!



Are you destined to be an associate forever... Or do you have what it takes to make partner?

REQUIREMENTS: IBM and 100% compatible 286/386/486 PC Systems with 640K RAM and hard drive. MS-DOS 2.1 or higher. EGA 16 colors and VGA 256 colors. Supports SOUND-BLASTER, Roland MT-32, AdLib, SoundMaster and PC Speaker. Mouse recommended.

LA LAW TM & © 1992 Twentieth Century Fox Film Corporation. All Rights Reserved. Software © 1992 IntraCorp, Inc. All Rights Reserved. Capstone Software is a trademark of IntraCorp, Inc. All other copyrights acknowledged.

Capstone™

THE PINNACLE OF ENTERTAINMENT SOFTWARE

Reader Service No. 104

See your software dealer or call:

1-800-468-7226

FL Res.: (305) 591-5900

for MC/Visa/AmEx ORDERS

CHIPS & BITS CALL 800–753–GAME

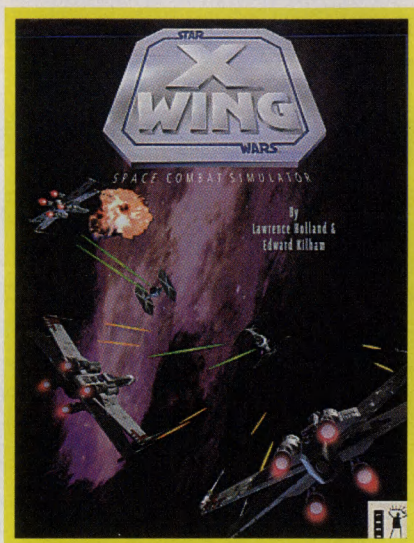
IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

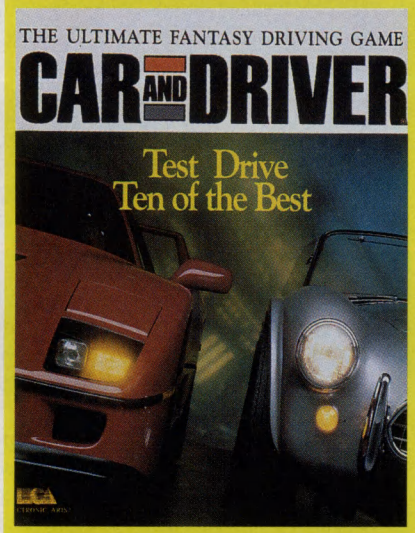
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM STRATEGY

A Train	$38
A Train Constructn Set	$23
Air Bucks	$34
Air Force Commander	$32
Ancient Art of War	$29
Ancient Art War at Sea	$29
Ancient Art War in Sky	$34
Armada 2525	$29
Bandit Kings of China	$37
Battle Isle	$32
Battle Isle Scenario	$22
Battles of Destiny	$38
Big Business	$12
Breach 2 Enhanced	$19
Breach 2 Scenario Disk	$15
Buzz Aldrin Race to Spc	$42
Carrier Command	$ 9
Castles	$18
Castles Disk 1	$19
Castles 2	$36
Civilization	$39
Civilization Master Ed.	$45
Command HQ	$19
Conquered Kingdoms	$38
Conquest of Japan	$34
Control of the Seas	$32
Crisis in the Kremlin	$42
Dark Seed	$34
Dark Star	$36
Dino Wars	$28
Diplomacy	$12
Discvry Steps Columbus	$34
DRAGON Force	$19
Dragon Lord	$12
Dune	$24
Dune 2	$42
El Fish	$41
Empire Deluxe	$39
Fighting for Rome	$12
Final Conflict	$17
FireTeam 2200	$29
FireTeam Const Kit	$25
Fort Apache	$34
Gemfire	$37
Genghis Khan	$37
Global Conquest	$37
Global Effect	$32
Gold of the Americas	$19
Imperium	$26
Inindo	$37
Koshan Conspiracy	$32
Lemmings	$32
Lemmings Data Disk	$19
Lemmings 2	$32
L'Empereur	$37
Liberty or Death	$37
Lost Admiral	$24
Lost Admiral Scenario	$23
Lost Admiral Enhanced	$44
Lost Patrol	$12
Medieval Lords	$14
Medieval Warriors	$ 9
Mega Lo Mania	$31
Mercenaries	$38
Merchant Colony	$17
Microcosm	$32
Millenium	$24
Monarch	$38
New World Order	$38
Nobunaga 1 or 2	$37
Nuclear War	$ 9
Objection	$34
Objection Enh	$79
Omega	$30
Operation Combat	$12
Overlord	$21
Pacific Theater of Oper	$42
Paladin 2	$34
Perfect General	$32
Perfect General Disk 1	$21
Perfect General Disk 2	$23



'X WING' presents the epic space battles of **Star Wars** with advanced graphics, sound, and space combat technology. Pilot X-wing, Y-wing and A-wing fighters against TIE fighters, Star Destroyers, and finally the Death Star. Features instant replay, over 50 missions, a photo-packed companion book, & digitized movie sound effects. **$46**



'CAR & DRIVER' lets you test drive 10 of the best performance cars like the Porshe 959, Shelby Cobra, and Ferrari Testarossa. Features 10 different tracks, bit-mapped landscapes, drive in any direction on or off road, head to head competition via modem, instant replay with multiple views, and Hi-res 256 color VGA. **$38**

'POWERED PARTNERS 622' by Acoustic Research do the job of both a speaker and amp. Plug them into any sound source with line level or headphone output: computers, TV's, or keyboards. Features magnetic shielding, a 30 Watt subwoofer, frequency range of 50Hz-20kHz, & volume control. **$239**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

IBM STRATEGY

Perfect General 2	$44
Populous	$17
Populous Promise Land	$14
Populous 2	$38
Power Monger	$34
PowerMonger WWI	$21
Pushover	$32
QQP Bundle	$59
Railroad Tycoon	$34
Rampart	$27
Reach for the Stars 3	$19
Realms	$17
Red Zone	$32
Renegade Legion Intrcpt	$12
Rider of Rohan	$19
RoboSport WIN	$34
Romanc 3 Kngdm 1 or 2	$42
Rules of Engagement	$37
Rules of Engagement 2	$38
Second Conflict WIN	$34
Seven Cities of Gold 2	$38
Siege	$38
Siege Expansion Disk	$19
Sim Ant	$34
SimCity	$29
SimCity for Windows	$34
SimCity Graphic 1	$15
SimCity Graphic 2	$23
SimCity Terrain Editor	$15
SimEarth DOS/WIN	$41
SimEarth 2000	$42
Sim Farm	$41
Sim Life	$41
Special Forces	$39
Star Control 2	$36
Starfleet 1	$17
Starfleet 2	$38
Star Legions	$38
Strategic Forces	$19
Sword of Aragon	$28
Task Force 1942	$39
Theatre of War	$32
Theatre Sets	$21
Traders	$19
Unnatural Selection	$32
Utopia	$31
Viking Fields of Conqst	$37
Visions of Aftermath	$12
Warlords	$24
Warlords 2	$42
Worlds at War	$24

IBM WARGAMES

Action North Atlantic	$26
Action off River Plate	$26
Action Stations	$29
Action Stations Scenario	$14
Air Raid Pearl Harbor	$26
Amer Civil War 1-3 Ea	$22
Battle of the Atlantic	$36
Battle of Austerlitz	$ 9
Battle Stations	$26
Battles of Napoleon	$24
Battleship Bismark	$26
Battle Tank Barbarosa	$36
Battle Tank Kursk	$39
Blitzkrieg Ardennes	$24
Borodino	$30
Bravo Romeo Delta	$34
Campaign	$34
Carriers at War	$37
Carriers at War Expan Pk	$37
Carrier Strike	$42
Carrier Strike Expan Pk	$19
Charge Light Brigade	$34
Civil War SSI	$42
Conflict: Korea	$36
Conflict: Middle East	$36
Conflict in Vietnam	$12

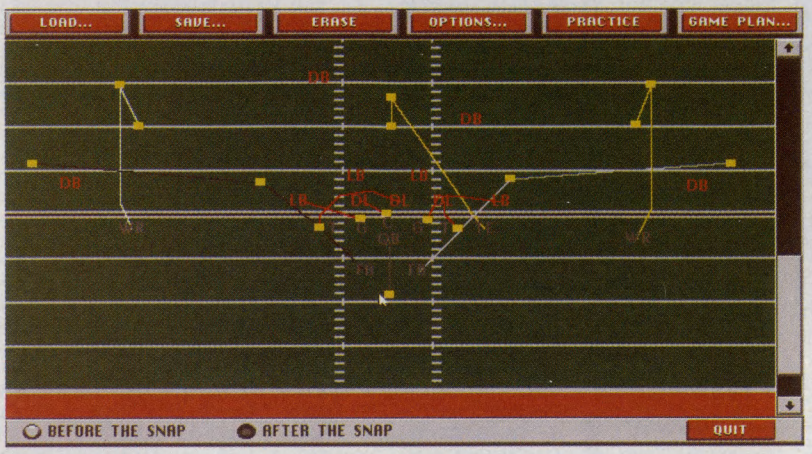
IBM WARGAMES

Decision at Gettysburg	$19
Dreadnoughts	$42
Dreadnoughts: Bismark	$29
Dreadnoughts: Ironclads	$29
Fifth Eskadra	$36
Fire Brigade	$34
Fleet Commander	$39
Gary Grigsby Pacific Wr	$46
German Raider Atlantis	$26
Gettysburg:Turning Pnt	$36
Golan Front	$36
Grand Fleet	$36
Great Naval Battles	$45
Grt Naval Battles Exp	$19
Grey Seas, Grey Skies	$36
Halls of Montezuma	$24
Harpoon	$25
Harpoon Set 2 or 3	$19
Harpoon Set 4	$24
Harpoon Designr Series	$32
Harpoon Editor	$27
Harpoon Challngr Pk SE	$49
High Command	$44
In Harms Way	$36
Kampfgruppe	$37
Kursk Campaign	$36
Line in the Sand	$24
MacArthur's War	$29
Main Bttle Tank C Grm	$36
Main Bttle Tank N Grm	$36
Main Bttle Tank ME	$36
Malta Storm	$36
Man of War	$36
Mare Nostrum	$26
Marianas Turkey Shoot	$24
Midway	$26
Moscow Campaign	$36
Northern Fleet	$36
Operation Overlord	$36
Pacific Storm Midway	$36
Pacific Storm Solomons	$36
Panzer Battles	$22
Patriot	$44
Patriot Battle Sets Ea.	$24
Patriot Editor	$27
Patton Strikes Back	$16
Prelude to Jutland	$26
Red Lightning	$12
Return to the Falklands	$28
Rising Sun	$26
Rommel at El Alamein	$36
Rommel at Gazala	$36
Rommel North Africa	$24
Rorke's Drift	$34
Second Front	$36
Seventh Fleet	$36
Spoils of War	$34
Stalingrad Campaign	$36
Storm Across Europe	$12
Third Reich	$27
To The Rhine	$36
Typhoon of Steel	$12
UMS 2	$19
UMS 2 Civil War	$24
UMS 2 Desert Storm	$24
UMS 2 Planet Editor	$28
V for Victory Utah Beach	$44
V for Victory Velikiye Luki	$37
Victory at Sea	$37
War in the Falklands	$26
Warship Changed Hist	$26
Waterloo	$12
Western Front	$36
White Death	$24

IBM ADVENTURE

Advnts Willie Beamish	$34
Advnts Willie Beamish 2	$39
Altered Destiny	$34

Every Night Football



Front Page Sports Football (left)
NFL Videopro Football (above)

NFL Videopro Football
Designed by
The Sprit of Discovery

Published by
Konami

Systems
PC

Supports
Mouse, most soundcards

Players
1-2

Front Page Sports Football

Designed by
Patrick Cook

Published by
Dynamix

Systems
PC

Supports
Mouse, joystick, most soundcards

Players
1-2

Notes
Digitized speech and sound only available through Soundblaster cards

Richard Lawrence calls the plays in Konami's NFL Videopro Football and Dynamix' Front Page Sports Football

Another year, another season - both of real football and its various computer simulations. As of this writing the real season is about half through, but the ongoing flood of computer games attempting to catch the essence of football continues with no end in sight. The original premise of this article was to do a 'head to head' comparison, in keeping with the sports competition spirit, between two of the new offerings on the market, Konami's **NFL Videopro Football** (**NVF**) and Dynamix' **Front Page Sports Football** (**FPSF**). Unfortunately, apart from being a mismatch, that would be a terrible injustice to one perfectly good game. Rather like comparing the Redskins - a hard playing, serious team, to the American Gladiators, who look flashy and, well... look flashy. But as our editor gets in a tiff if his instructions are ignored, a comparison it shall be.

Video prose

Konami's **NVF** is huge, as big as the average hard drive of three to four years ago. More than 20 megabytes of hard disk will fall prey to the extensive multimedia effects of this game. After installation, one of the first sights to be seen is a graphics screen resembling the front page of a sports section in a newspaper. From here one can view team standings, access rosters, view league leaders or 'go to the studio' to start the game. Teams are actual NFL names, but player rosters are fictitious (sharing only the jersey numbers with real teams). Rosters can be edited, as well as changing attributes for individual players (using generic ratings like hands, running, etc.)

The only option of significance here is 'go studio,' which moves the player to the main phase of the game. The Studio is a view resembling a network studio on game day, with all 14 matchups on mini screens. Any game in progress can be selected by clicking on it with the mouse. Three control buttons allow the player to go back to the Sports Page, get statistics on the game, or go to the stadium to view the game in progress.

After going to the stadium, the player can control a team by calling the plays using a mouse based playbook. There is no control of individual players. After the play is called, the computer will pick an animation of actual NFL footage that it thinks closely resembles the call, and show it in a center screen, with audio commentary. This animation is supposed to be the 'meat' of the game and make the player feel in control of an actual NFL team.

Unfortunately, this game is hampered by conventional storage requirements. This means that all of the animations shown appear to be from a Raiders-Chargers game, are fairly low resolution, and can't always exactly replicate the play called. It can be disconcerting to call a flea flicker and watch an entirely conventional run play on the screen.

Hold the front page

This approach to football simulation keeps the player interested for about two to three minutes. After that, it's tiresome to watch endless plays of the Raiders vs. Chargers regardless of which game is being 'controlled'. There seems to be little intelligence to the computer opponent, compensated by the fact that play results appear to be more or less random (as a few minutes of two player action proved, by deliberately calling bad defenses). If MTV were to produce a football game, it would be NVF - nice graphics, no substance.

CHIPS & BITS CALL 800–753–GAME

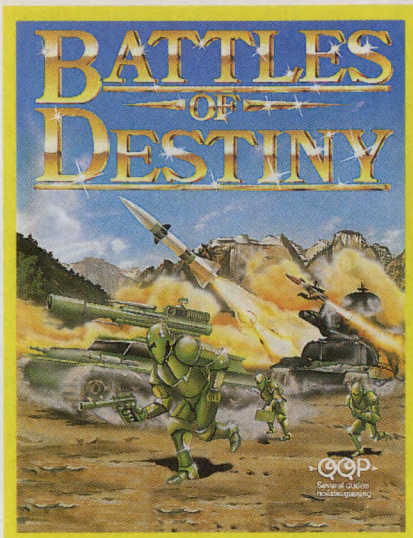
IBM MAC & AMIGA GAMES FOR LESS

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

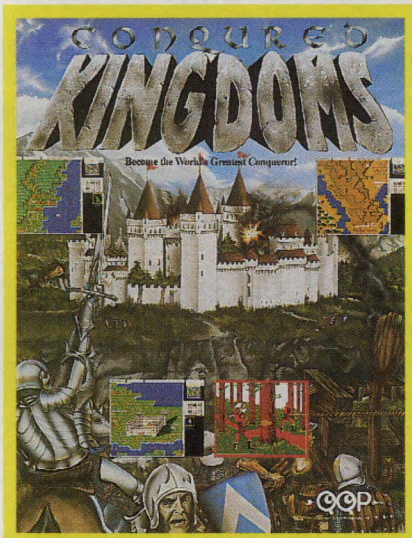
UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

IBM ADVENTURE

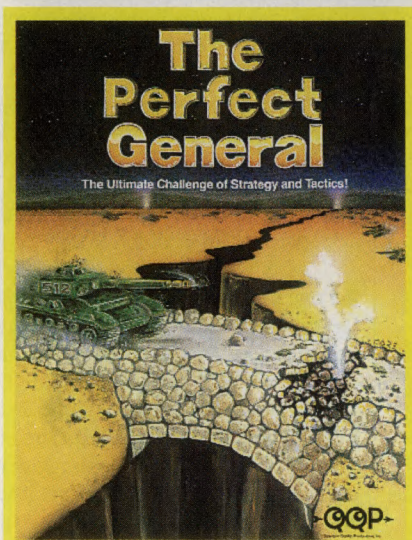
Amazon	$39
Attack Pack	$42
Castle Wolfenstein 3D	$37
Chambr Sci Mutant Prst	$25
Coaster	$32
Code Name: Iceman	$15
CodeName : Iceman 2	$39
Colonel Bequest	$15
Conquests of Camelot	$15
Conquests of Longbow	$36
Conspiracy Deadlock	$34
Countdown	$37
Covert Action	$24
Crime Does Not Pay	$29
Crime Wave	$37
Cruise for a Corpse	$32
Cybercon 3	$29
Dark Half	$19
Dark Heart of Uukrul	$34
Demon's Gate	$32
Deja Vu 2 Lost in LV	$ 9
Die Hard	$28
Dog Eat Dog	$32
Don't Go Alone	$ 6
Earthrise	$ 9
East v West:Berlin '48	$ 9
Eco Quest 1	$34
Elf	$24
Epic	$32
Felony	$ 3
Free DC	$19
Future Wars	$ 9
Galleons of Glory	$24
Gamma Force	$ 6
Gateway	$32
Godfather	$32
Gold Rush	$15
Grail Quest	$27
Hare Raising Havoc	$32
Harley Davidson	$ 9
Heart of China	$34
Heaven & Earth	$32
Heimdall	$17
Hired Guns	$32
Hook	$32
Hostage	$ 6
HUMANS	$21
Indy Jones L Crsd vga	$27
Indy Jones Fate Atlantis	$38
Jack the Ripper	$38
James Bond Stealth Aff	$29
KGB	$17
King's Quest 1Enhncd	$19
King's Quest 2 or 3	$15
King's Quest 4	$34
King's Quest 5 vga	$36
King's Quest 6 vga	$45
LA Law	$34
Lane Mastodon	$ 9
Laura Bow 2	$36
Leather Goddesses	$12
Leather Goddesses 2	$42
Legend of Kyrandia	$35
Leisure Suit Lrry 1 vga	$15
Leisure Suit Lrry 2	$15
Leisure Suit Lrry 3	$24
Leisure Suit Lrry 5	$36
Leisure Suit Lrry Bundle	$39
Loom	$19
Lord of the Rising Sun	$34
Lost in LA	$37
Lost File Sherlck Hms	$44
Lost Treasures Infocom	$42
Lost Treasures Infocom2	$32
Magnetic Scrolls Bundle	$21
Manhunter NY	$28
Maniac Mansion	$18
Martian Memorandum	$37
Nebulas	$27
Oregon Trail	$28
Out of this World	$36



In **'BATTLES OF DESTINY'** you must seek out and destroy up to 3 opponents in order to conquer the world. Features modem play, air, ground and naval combat, challenging artificial intelligence, 22 different units to construct, more than 20 worlds to conquer, campaign style play, and a complete player history. **$38**



'CONQUERED KINGDOMS' allows you to invade castles and fly over mountains as you battle for control of the world. Features nine scenarios, a random map generator, human and fantasy combat troops, 21 levels of difficulty, modem play, several full campaign conquests, and complete game scoring history. **$38**



'PERFECT GENERAL' is a turn based ground war game. Features great maps in VGA, easy to use mouse or keyboard interface, 14 scenarios, very strong artificial intelligence, hidden movement, line of sight option, in depth player ranking system, full career history as you play, 1 or 2 player, modem play, and sound board support. **$32**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

IBM ADVENTURE

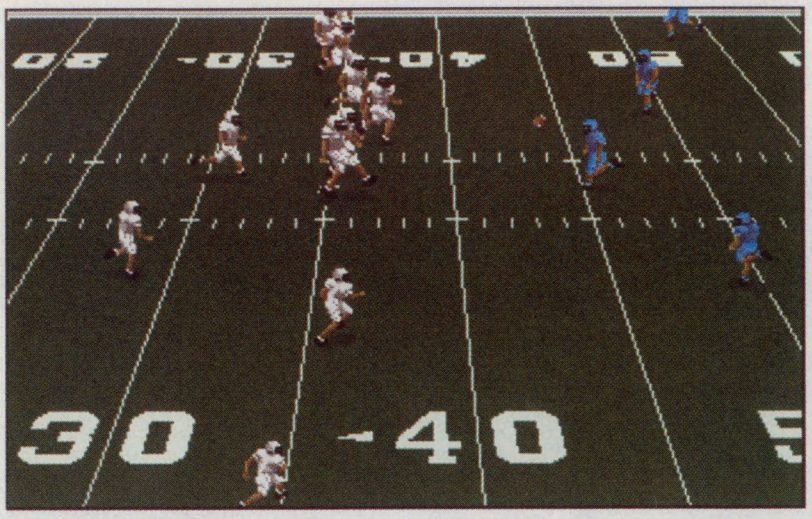
Plan 9 from Outer Space	$31
Police Quest 1	$24
Police Quest 2	$15
Police Quest 3	$36
Power Hits: Movies	$32
Prince of Persia	$25
Rex Nebular Cos Gen B	$39
Riftwar Legacy	$39
Rise of the Dragon	$34
Risky Woods	$24
Robocop 3	$32
Rocketeer	$32
Search for the King	$24
Secrt Monky Islnd 1	$23
Secrt Monky Islnd 2	$38
Sex Olympics	$24
Sex Vixens from Space	$12
Sierra Adventure Bundle	$39
Space Quest 1	$16
Space Quest 2	$15
Space Quest 3	$34
Space Quest 4	$36
Space Quest 5	$39
Space Quest Bundle	$36
Spaceward Ho!	$38
Spellcasting 101	$19
Spellcasting 201	$36
Spellcasting 301	$34
Star Trek 5	$12
Star Trek 25th Aniversry	$34
Star Trek Nxt Generatn	$46
Summoning	$38
TMNT Arcade	$25
Terminator 2029	$42
Time Quest	$12
Train	$ 6
Uninvited	$ 9
Universe 1-3 Each	$34
Walker	$32
War in Middle Earth	$12
Warriors of Legend	$19
Where Amrcas Pst CSD	$37
Where Europe CSD	$29
Where USA CSD	$29
Where USA CSD Dlx	$49
Where World CSD	$29
Where World CSD Dlx	$49
Where Time CSD	$29
Weird Dreams	$12
Wonderland	$16
Zak McKracken w/HB	$18
Zombie	$12

IBM SPORTS

4D Boxing	$17
4th & Inches	$ 6
ABC Boxing	$32
ABC Mon Night	$34
Action Sports Soccer	$26
All American College Fb	$36
All Star Sports Pak	$15
American Gladiators	$21
APBA Baseball	$24
APBA General Manager	$29
APBA Micro Manager	$32
APBA Stat Master	$29
APBA 1908 - 91 Ea.	$21
APBA Basketball	$34
APBA Bowling	$14
APBA Football	$34
Basketball Challenge	$28
B ball Ch. 1987 - 88 Ea.	$13
B ball Ch. 1989 - 90 Ea.	$17
Bo Jackson Baseball	$32
Cycles Grand Prix	$28
Daily Double Horse	$19
Days of Thunder	$24
Dirk's Baseball Encycpd	$19
Espana Games	$24

IBM SPORTS

Fast Break	$ 6
Front Page Football	$39
Games Winter Chllng	$34
Grand Prix Circuit	$17
Greens	$34
Gretsky Hockey 2	$34
Gretzky Hockey 3	$39
Gretsky League	$26
Hardball 2	$28
Hardball 3	$32
Hardball 3 Player Disk	$19
Hardball 3 Stadium Disk	$19
Hole in One Mini Golf	$12
Hole in One Course Dsk	$ 7
Indianapolis 500	$17
International Sports Ch	$29
J Conners Pro Tennis	$32
Joe Montana Football	$31
John Elway's QB	$ 6
LH 3 in 1 Football	$36
LH Boxing	$36
LH Boxing Contenders	$16
LH College Basketball	$36
LH Full Count Baseball	$36
LH Hockey	$36
LH Pro Basketball	$36
LH Team Disks	$16
LH League Leaders	$16
LH Utility Disks	$16
Links Golf	$29
Links Disk 1 Bountiful	$17
Links Disk 2 Firestone	$17
Links Disk 3 Bay Hill	$17
Links Disk 4 Pinehurst	$17
Links Disk 5 Dorado	$17
Links Disk 6 Brtn Creek	$17
Links Disk 7 Troon Nrth	$17
Links 386 Pro	$35
Links 386 CD 1-6 Each	$20
Low Blow	$12
Madden Football	$17
Madden TD 89 & 90	$18
Madden Football 2	$32
Magic Jhnson Fst Brk	$ 6
Mario Andretti Racing	$17
Michael Jordan Flt Sim	$44
ML Basbll 4 USA Today	$31
ML Basbll 4 Fantasy Mg	$25
ML Basbll 4 General Mg	$19
ML Basbll Mngr's Chllng	$19
ML World Series Disks	$17
ML TD 1982 - 1990 Ea.	$17
ML All Stars	$17
ML Franchise Disks Ea.	$20
ML Basketball	$28
ML Personal Pro Golf	$28
ML Football Deluxe	$39
ML Football 2	$39
Microsoft Golf WIN	$39
Mike Ditka Football	$32
Mini Putt	$ 9
MUDS	$12
NASCAR Challenge	$31
NFL Challenge	$60
NFL 1984 - 1987 Ea.	$15
NFL 1988 - 1991 Ea.	$22
NFL Preseason Disk	$22
NFL All Star Teams	$22
NFL College Alumni	$22
NFL Dream Teams	$20
NFL Greatest Teams	$22
NFL Roster Editor	$20
NFL Situation Editor	$20
NFL Challnge Prem Ed	$59
NFL Football	$31
NFL Proleague Football	$19
NFL Proleague Football 2	$24
Nicklaus Signature Edit	$39
Nicklaus SE Clip Art	$24
Nicklaus SE Course 1	$19
Nicklaus Greatest 18	$27



Front Page Sports Football

It would be a nice segue to say that Dynamix' **FPSF** was the direct opposite of **NVF**, but it's not - the Dynamix game has good graphics too. They aren't digitized, but they are well done, and surrounded by possibly the best football game available today.

The program is fairly average in system requirements, using 8MB of disk space, 2MB of RAM, and more or less requiring a joystick or mouse (keyboard control is difficult). It supports a variety of sound cards, and splits graphics usage between VGA high resolution (for control menus, etc.) and 320 by 200 for game action.

Diving in

From the main control menu, the player can choose to Quick Start (dive directly into a game, with teams and a level of control specified from a separate menu); Exhibition Play (any two teams, configurable as in Quick Start, but with the inclusion of custom game plans); or League Play. Leagues can be of several sizes, and can include real teams or ones created entirely by the player.

Any of these options eventually lead the player to an actual game, and it is here, of course, that any football simulation is made or broken. **FPSF** starts play selection by presenting both the offensive and defensive play books on the screen. The player can select from eight different sets of plays by clicking on corresponding buttons to the left or right of the main display. After selecting a particular set (plays are logically organized into sets - one for short passing, one for runs, one for long passing, etc.) the four plays of the set will be represented in graphical boxes.

The level of representation is dependent on a configuration setting called Playcalling mode, which nicely allows the player to change the display to taste - in Basic Mode, the play is described in simple english, in Standard Mode the play is diagrammed with motion paths, and in Advanced Mode just the numerical number of the play is shown (good for two player games with a customized playbook that the player knows well).

After the play is called, a view is shown from slightly behind and above the current quarterback (the same view is shown even if the player is controlling defense). Players are represented by bit-mapped images that are extremely well done, with fluid motion and fairly realistic response. Especially visually appealing is the tackling and running, which gives the player the feeling of watching over actual footage with its realism. When a player gets tackled hard in **FPSF**, one can *see* the hard hit as opposed to a trip or stumbling running back.

Control of players is best performed through the joystick. The level of control is again configurable, from Basic (coaching only), to Standard (computer runs until the player takes control) and finally Advanced (the player does most everything). In Advanced Mode, offense starts with the quarterback snapping the ball. The player can wait for the hand off and control a running back in a running play, or as the quarterback set up the pass. When passing, joystick button B rotates through available receivers, and A throws the ball. This system closely resembles the actual process of a QB checking off receivers in a real game. A quick tap on the A button throws a bullet pass, while a longer hold results in a lob. The player can then wait for the pass to reach the receiver and run with the ball from their.

Real scores

Despite their relative simplicity, these game mechanics take a fair amount of game play to master. The end result is quite satisfying, however, as the player feels integral to the game, enough to make a difference on any given play but not enough to violate the realism of the simulation. Game play is wonderfully realistic compared to many simulations available - reflected by scores that closely resemble those of any given Sunday in the real game.

One can easily get lost in the highly enjoyable play module of this game and forget that there's more to it than that. Indeed, Dynamix has pulled out all the stops in configurability with **FPSF**. Besides the already mentioned play modes (allowing the player to mix and match how involved the play calling and execution are distinctly from each other), there is complete league management system, with an extensive system of personnel management. Within a league, team members can be traded, free agents can be signed, and players can be put on injured reserve (or recalled). They even age and retire, which is offset by a simulated draft!.

Computer managed teams are represented with different 'personalities' - aggressive, conservative, passing, etc. Further, this play philosophy can change based on previous performance, showing that computer is more than just a random number generator. It wouldn't be difficult at all with the Dynamix system to set up a complete fantasy football league.

After a team has been completely customized, naturally the one will want to design special plays to take advantage of its strengths. Enter the provided Play Editor, a click menu and graphics based system that allows just about anything that can be done with the ball represented for future use.

In short, Dynamix has done an astounding job with **Front Page Sports Football**. The money for this game will be well spent, as it offers enough depth and complexity for the ardent enthusiast and plenty of fun for the casual gamer as well. Just about the only thing missing is actual NFL names and rosters, and a modem play option. Even without these, Dynamix is the best combination of action and coaching available on the market today.❑

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

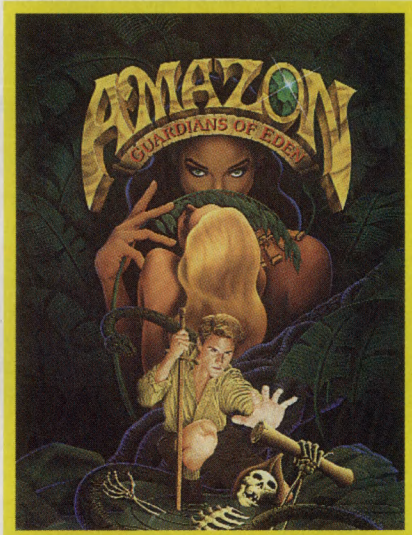
IBM SPORTS

Nicklaus Unlimited Golf	$27
NG Clip Art	$17
NG Course Disk 1-5 Ea.	$15
Over the Net Volleyball	$ 9
Pete Rose Baseball	$ 9
PGA Tour Golf	$32
PGA Tour Golf WIN	$38
PGA Tour Golf Disk 1	$17
PGA Tour Golf Ltd Edt	$45
Playmaker Football	$26
Power Hits: Sports	$32
Pro Football Analyst	$24
Pro League Baseball	$18
Road to the Final Four	$37
Reel Fish'n	$12
Serve & Volley	$12
Skate or Die	$15
Sport of Kings	$12
Summer Challenge	$34
Super Car Pack	$37
Team Suzuki	$15
Tennis Cup	$32
Tie Break Tennis	$12
TKO Boxing	$ 6
Tom Landry Football	$29
Tony LaRussa Basebll	$24
T LaRussa AL Stadiums	$15
T LaRussa NL Stadiums	$15
T LaRussa Classic Stad	$15
T LaR Teams1901-68	$15
Weaver Baseball 2.0	$17
Weaver Commisnr 2.0	$16
World Circuit	$34
World Class Soccer	$28

HINT BOOKS

688 Attack Sub	$10
Advnturs Willy Beamish	$10
A Train	$16
Bard's Tale 1 - 3 Ea.	$10
Buck Rogers 1 or 2	$10
Castle of Dr Brain	$10
Champions of Krynn	$10
Civilization	$16
Colonel Bequest 1	$10
Conquests of Camelot	$10
Conquests of Longbow	$10
Curse of Azure Bonds	$10
Dark Queen of Krynn	$10
Darklands	$14
Death Knights of Krynn	$10
Drakkhen	$10
Dungeon Master	$10
Dynamix Great War Pln	$16
EcoQuest	$10
Elvira 1 or 2	$10
Eye of Beholder 1	$10
Eye of Beholder 2	$12
Fountain of Dreams	$10
Free DC	$10
Gateway Savage Frntr	$10
Global Conquest w/Disk	$21
Gobliiins	$10
Gunship 2000	$16
Hard Nova	$10
Harpoon Battlebook	$16
Heart of China	$10
Hero's Quest 1 - 3 Ea.	$10
Immortal	$10
Indy Jones Lst Crsade	$10
Indy Jones Fate Atlantis	$10
Island of Dr Brain	$10
Jetfighter 2.0	$16
King's Quest 1 - 5 Ea.	$10
Laura Bow	$10
Leisr Suit Larry 1 - 5 Ea.	$10
Lemmings w/Disk	$21
Loom	$10
Lord of the Rings 1 or 2	$10

'COMANCHE MAXIMUM OVERKILL' is a glimpse into the future of military avionics and exactingly accurate simulator of the Beoing-Sikorski 66 Comanche Helicopter. Features actual terrain rendered in real time 3D, fly mutiple missions in 1999, complete Thrustmaster support & 256 color VGA graphics. **$44**



'AMAZON' recaptures the fun and excitement of the 1950's drive-in movies. Travel to unexplored regions of the Amazon, fight 10 foot ants, and find emeralds stolen by Cortez. Amazing cinematic effects such as multiple camera angles, flashbacks, zooms, pans, and fades. Features full digitized voices & sound effects. **$39**

'MAXX COBRA FLIGHTSTICK' brings together the thrill of a joystick and the versatility of the keyboard. Features molded casing for left or right handers, 7 button pistol grip joystick, 25 programmable functions, exact auto-centering, and true circular directional control. Game port not necessary. **$54**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. **All Sales Final.**

HINT BOOKS

Lost Files of Sherlock H	$10
LucasArts Adventure	$16
LucasArts Air Combat	$16
Magic Candle 1 or 2	$10
Manhunter NY or SF	$10
Maniac Mansion	$10
Martian Dreams	$13
Matrix Cubed	$10
Mean Street	$10
Might & Magic 1	$10
Might & Magic 2	$12
Might & Magic 3-5 Ea	$16
Official Sierra Hint Bks	$12
Patriot	$16
Planet's Edge	$16
Police Quest 1 - 3 Ea.	$10
Pool of Darkness	$12
Pool of Radiance	$10
Populous 1&2 Officl Str	$16
Power Monger	$10
Power Mngr Strategy Bk	$16
Prophecy of the Shadow	$12
Quest for Clues 2, 3or4	$21
Quest for Glory 1-3 Ea.	$10
Railroad Tycoon	$10
Rex Nebular	$14
Rise of the Dragon	$10
Run 5 Issue 1 - 20 Ea.	$ 6
Savage Empire	$10
Search for the King	$10
Secret Mnky Islnd 1or 2	$10
Secret of Silver Blades	$10
Simcity/Simearth	$20
Space Quest 1 - 4 Ea.	$10
Spellcasting 101 or 201	$10
Starflight 1 or 2	$10
Star Trek 25th Anniv	$10
Strategy Plus 3 -11 Ea.	$ 8
Strategy Plus 12-26 Ea.	$ 5
Strike Commander	$16
Stunt Island	$16
Summoning	$16
Time Quest	$10
Treasures Savage Frntr	$10
Tunnels & Trolls	$16
Ultima 4 - 7 Ea.	$10
Ultima Avatar Advntures	$16
Ultima Underworld	$10
Ultima 7 & Underworld	$16
V for Victory	$16
Wizardry 6 Cosmic Frg	$12
Wizardry 7 Crusade	$12
Yeager's Air Combat	$16

IBM HARDWARE

Ad Lib Sound Card	$59
Ad Lib Gold 1000	$179
Adlib Progrmrs Manual	$27
Adlib Surround Sound	$64
Adlib Telephone Module	$64
Ad Lib Visual Composr	$75
Ad Lib Speakers	$15
Flight Stick	$33
Flight Stick w Falcon	$42
Game Card 3	$39
Gravis Ultrasound Brd	$129
Champ Joystick	$24
Maxx Control Yoke	$59
Maxx Rudder Pedals	$39
Mouse 3 Button	$29
Pro Audio Spectrum 16	$179
Pro Audio Spctrm Plus	$139
Sound Blaster	$89
Sound Blaster Pro	$169
Sound Blstr Pro Basic	$139
Snd Blaster Speakers	$15
Snd Blaster Voice Edtr	$54
Sound Star Snd Board	$14
Thrustmaster Joystick	$69

IBM HARDWARE

Thrstmstr Pro Joystick	$99
Thrstmstr Ruddr Pedal	$109
Thrustmstr Weapn Cntrl	$79
Thunder Board SndBrd	$84
Thunder Board for WIN	$109
Thunder Board Spkrs	$15
Video Blaster	$349

IBM AD & D

AD&D Collectors Ed 2	$45
AD&D Starter Kit	$45
Champions of Krynn	$19
Curse of Azure Bonds	$15
Dark Queen of Krynn	$32
Dark Sun	$37
Death Knights of Krynn	$20
Dragon Strike	$15
Dragons of Flame	$ 9
Eye of the Beholder	$19
Eye of the Beholder 2	$38
Gateway Savge Frontr	$32
Heroes of the Lance	$12
Pool of Darkness	$38
Pool of Radiance	$15
Secret of Silver Blades	$15
Shadow Sorcerer	$12
Tales Magic: Prophcy S	$38
Treasurs Savage Frontr	$32
War of the Lance	$12

IBM ROLE PLAYING

2400 AD	$24
Bad Blood	$31
Bard's Tale 2	$19
Bard's Tale 3	$32
Bard's Tale Cnstrctn St	$19
Battletech 1	$12
Battletech 2	$31
Black Crypt	$32
Bloodwych	$15
Buck Rogers 1	$12
Captain Blood	$ 9
Captive	$30
Celtic Legends	$32
Challenge of 5 Realms	$44
Champions	$37
CHARACTER EDITORS	$16
Cobra Mission	$44
Conan	$16
Corporation	$19
Cybergenic Ranger	$ 9
Cyber Empire	$32
Cyber Space	$29
Darklands	$39
Daughter of Serpents	$32
Drakkhen	$37
Dragon Wars	$12
Dungeon Master	$34
Dusk of the Gods	$24
Elvira 1	$29
Elvira 2	$27
Flames of Freedom	$28
Fountain of Dreams	$15
Four Crystals of Trazere	$26
Gods	$26
Heaven & Earth	$32
Hero's Quest 1	$32
Hero's Quest 2	$21
Hero's Quest 3	$36
Immortal	$17
Keys to Maramon	$ 9
King's Bounty	$15
Knights of Legend	$30
Legacy of the Necrmncr	$17
Legend	$31
Legend of Valor	$39
Lord of the Rings 1	$32

WILDLIFE ADVENTURES

Judith Weller investigates the complex world of bugs

Within the last few months four major software companies have released eagerly anticipated RPGs, but their resulting experiences have been very different. Why are two of these companies happily answering gamers questions on the major bulletin boards, while the other two are embroiled in an increasingly acrimonious debate? Or indeed, why is anyone having to answer questions at all, why can't the product just ship and that be the end of it?

A partial answer to this question is testing. I think that most players recognize that occasionally there are 'buglets' in games. However, a 'fix' which contains almost one megabyte of code, or a disk exchange involving all seven original game disks, indicate something more than a few minor flaws, they are acknowledgements of *major* flaws.

The stress factor

Good testing is both an art and a science and should be given the same prominence in a company as is given to programming. If both are not done well the result is a disaster. All companies believe in testing, but the methodology varies. At the most basic level every programmer in some fashion or another tests his part of the code. Or if not the programmer himself then someone in the test department. This level of testing is often called unit testing, or FVT (Functional verification testing). What this really comes down to is that when my PC goes through, say, dungeon A, all the scheduled monsters pop out and button plates and/or teleporters work according to the plan.

Whoever is managing the testing area must see that tests are designed which stress every part of the code in that particular area. However, just because all the code works in areas a, b, c etc. of dungeon X, does not mean, or in no way implies that dungeon X is playable. Moving the party from area A to B, for example, could turn out to be unattainable; the game crashes, PC locks up etc. Testing *must* include the integration of all the parts. If there is not a good integrated test plan then the ensuing product is headed for major problems.

Sir-Tech is in the enviable position of having one person, D W Bradley, design and unit test almost all of both **Wizardry 6** and **Wizardry 7**. Also, testers both outside and inside the company were used to beta test **Wizardry 7**. While the number of testers was not large, they were nevertheless devoted. This enabled Sir Tech to produce two big games that were virtually bug free. But very few software houses have an inidividual person doing all the coding himself, the one-man team is a luxury few companies can afford. Most software houses have programming teams but quality control in a team enviornment is much harder to manage.

Clouds are clean

Origin (**Ultima 7**), Microprose (**Darklands**) and New World Computing (**Clouds of Xeen**) all have in-house test departments. New World Computing had some severe problems a year ago with **Might & Magic III**—many reviewers considered the initial release of the game unwinnable and unplayable due to various bugs which prevented the solution of certain problems. New World contend that, though there were bugs present in the game, the correct answers were available in other areas of the game so that charge was unwarranted.

However, as a result of the problems with **MM3**, New World did make changes in their in-house testing department to prevent the reoccurrence of similar problems. The number of in-house testers was increased, and the unit test of the various functional areas into which '**Xeen**' was divided, was rotated in such a manner that every tester played each area. The effect was to produce a much cleaner game in **Clouds of Xeen**. Even more testers are being added for the next game in this series. New World indicated that they had tried outside testing firms, but had problems getting the work done on time or the reports sent back. They felt that they had to spend too much time chasing after the company to get the test results, hence the fact that testing is now kept in-house

Voodoo

Origin Systems, however, made several serious mistakes in their **Ultima 7** release. They modified and enhanced their game-engine and in a burst of egotism proclaimed that all memory managers of currently available operating systems were inadequate, and that **Ultima 7** would have its own memory manager, the aptly named Voodoo. This turned into a horrifying experience for both gamers and publisher alike. Origin lacked the operating level experience needed to produce their own memory manager. The consequence of this was that all kinds of

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM ROLE PLAYING

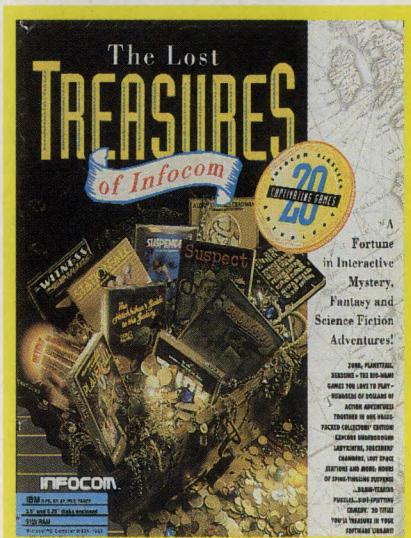
Lord of the Rings 2	$37
Loremaster	$39
Lure of the Temptress	$37
M	$45
Magic Candle 1	$12
Magic Candle 2	$24
Magic Candle 3	$38
Matrix Cubed	$32
Mechwarrior	$19
Megatraveller 1	$ 9
Megatraveller 2	$19
Megatraveller 3	$39
Midwinter 1	$12
Might & Magic 1 or 2	$12
Might & Magic 3	$34
Might & Magic 4	$37
Might & Magic 5	$42
Mines of Titan	$12
Murder	$29
Obitus	$27
Pirates Gold	$34
Planet's Edge	$34
Prophecy 1	$12
Questron 2	$12
Ragnarok	$38
Rings of Medusa	$24
Sea Rogue	$29
Sentinel Worlds	$ 9
Shadow lands	$29
Sleeping Gods Lie	$29
Space 1889	$ 9
Space Hulk	$38
Space Inc.	$34
Space Rogue	$30
Space Wrecked	$19
Spellbound	$39
Spellcraft Aspct of Valor	$38
Spell Jammr Pirts RS	$38
Spirit of Excaliber	$16
Starflight 1	$17
Starflight 2	$17
Star Saga 2	$19
Sword of the Samurai	$ 9
Tangled Tales	$21
Terran Envoy	$12
Third Courier	$ 6
Times of Lore	$28
Tunnels & Trolls	$15
Twilight 2000	$34
Twilight 2001	$39
Ultima Martian Dreams	$37
Ultima Savage Empire	$34
Ultima Trilogy	$35
Ultima Trilogy 2	$45
Ultima 4	$35
Ultima 5	$35
Ultima 6 False Prophet	$39
Ultima 7 Black Gate	$46
Ultima 7 Forge of Virtue	$21
Ultima 7.5 Serpent Isle	$46
Ultima Underworld	$48
Ultima Underworld 2	$46
Uncharted Waters	$42
Vengeance of Excalibur	$16
Waxworks	$34
Wizardry Trilogy	$32
Wizardry 4	$19
Wizardry 5	$26
Wizardry 6 Cosmic Frg	$34
Wizardry 7 Crusaders	$39

CHARACTER EDITORS

Bard's Tale 1-3 Ea.	$16
Champions of Krynn	$16
Curse of Azure Bonds	$16
Dark Heart of Uukrul	$16
Dark Queen of Krynn	$16
Death Knights of Krynn	$16
Drakkhen	$16

'JUMP JET' is a state of the art flight simulator based on the most unique aircraft in the world today. Features up to 6 sorties per day, fatigue factor in combat, digitized views of weapons and the ability to hover, fly backward and land vertically. **$39**

'CONQUEST OF JAPAN' is a miniature-style war simulation in which you start with 5 randomly placed cities and hire armies in order to conquer Honshu, Japan's main island. Features real time combat, colorful animation, authentic troop formations, strategic planning, and individual troop movement in VGA graphics. **$34**



'THE LOST TREASURES OF INFOCOM' is a compilation of 20 infocom games. Including Infedel, Lurking Horror, Suspect, Ballyhoo, Hitchhiker's Guide to the Galaxy, Suspended, Starcross, Deadline, Witness, Moon Mist, Planet Fall, Station Fall, Enchanter, Sorcerer, Spell breaker, Zork 1-3, Beyond Zork, Zork Zero. **$42**

CHARACTER EDITORS

Escape from Hell	$16
Eye of Beholder 1 or 2	$16
Fountain of Dreams	$16
Hard Nova	$16
Keys to Maramon	$16
Knights of Legend	$16
Lord of the Rings 1 or 2	$16
Magic Candle 1-3 Each	$16
Megatraveller 1 or 2	$16
Might & Magic 1-3 Each	$16
Planets Edge	$16
Pool of Radiance	$16
Prophecy of the Shadow	$16
Secret of Silver Blades	$16
Sentinel Worlds	$16
Treasures Savage Frntr	$16
Tunnels & Trolls	$16
Ultima 4-7 Ea.	$16
Ultima Martian Dreams	$16
Ultima Savage Empire	$16
Ultima Underworld	$16
Wizardry 4 or 5	$16
Wizardry 1-3	$16
Wizardry Cosmic Forge	$16

IBM SIMULATION

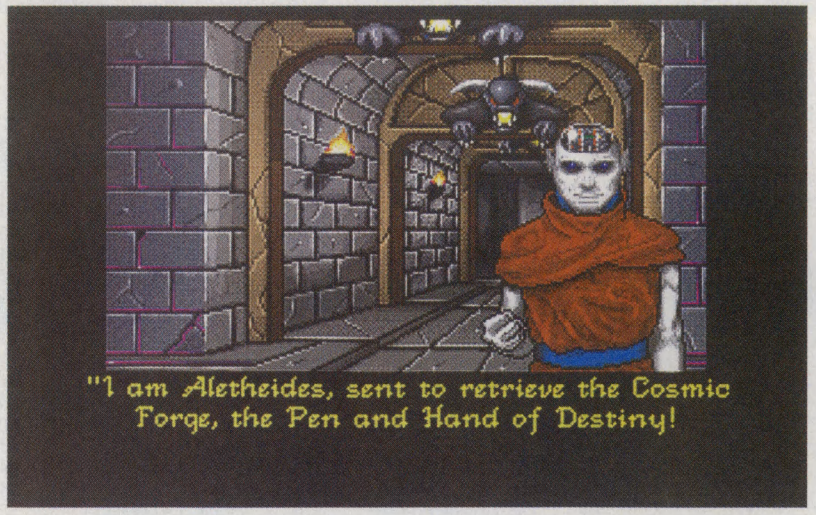
688 Attack Sub	$19
A10 Avenger	$46
A10 Tank Killer 1.5	$34
Aces of the Pacific	$42
Aces Pacific Mission 1	$27
Aces Pacific Mission 2	$27
Aces over Europe	$46
Aces Europe Mission 1	$27
Aces Europe Mission 2	$27
AH 64 Helicopter	$46
Allied Forces Bundle	$29
ATAC	$29
ATP	$29
B17 Flying Fortress	$39
Battle Command	$19
Battlefield 2000	$37
Birds of Prey	$32
Blue Max:Aces WWI	$ 9
Campaign Strat Flight S	$37
Car and Driver	$38
Cardinal of the Kremlin	$16
Carrier Command	$12
Conqueror Multi Tank	$16
Crash Course	$ 6
Design yr own Railroad	$29
Dynamics Bundle	$39
Elite Plus	$19
Eye of the Storm	$29
F117A Nighthawk	$42
F15 Strike Eagle 2	$19
F15 SE2 Scenario Disk	$17
F15 Strike Eagle 3	$44
F19 Stealth Fighter	$24
F22 ATF	$39
F29 Retaliator	$32
Falcon AT	$19
Falcon 3.0	$45
Falcon 3 Scenario 1	$24
Fire & Forget 2	$30
Flight of the Intruder	$15
Flight Simulator 4.0	$42
Aircraft Scenry Design	$35
Airport Facilities Directr	$12
Flight Planner	$24
New Facilities Locator	$18
Scenery Collection CA	$37
Scenery Hawaii	$16
Sound, Graphics Upgrde	$27
Fly Grand Canyon 3D	$45
Gunboat	$33
Gunship	$12
Gunship 2000	$39
Gunship 2000 Scenario	$24

IBM SIMULATION

Harrier Combat Sim	$ 6
Heatwave	$25
Heroes of the 357th	$32
Hoverforce	$31
Hunt for Red October	$19
Hyperspeed	$34
Jet Fighter 2	$39
Jet Fighter 2 Missn Disk	$19
Jump Jet	$39
Knights of the Sky	$29
Land, Sea & Air 1 or 2	$39
LHX Attack Chopper	$17
Life & Death 1 or 2	$23
Lightspeed	$12
M1 Tank Platoon	$24
Mantis Exprmntl Fghtr	$39
Mantis Speech Pack	$19
Maximum Overkill	$44
Megafortress	$12
Megafrtrss Mission 1	$26
Megafrtrss Mission 2	$26
Megafortress 3D Editor	$27
Megafortress Mega Pk	$38
Mig 29 Fulcrum	$32
Orbits	$37
Power Boat Simulator	$39
Power Politics WIN	$34
Privateer	$49
Rapcon	$29
Reach for the Skies	$31
Red Baron	$36
Red Baron Missn 1 or 2	$24
Red Storm Rising	$14
Road&Track Grand Prix	$37
Sailing Instructor CGA	$199
Sailing Simulator CGA	$39
East Coast Voyages	$34
West Coast Voyages	$34
Sailing Instructor VGA	$239
Sailing Simulator VGA	$42
East Coast Voyages	$39
West Coast Voyages	$39
Scenery Collectn A or B	$37
Secret Weapons Lftwff	$44
S Weapons Exp1 P38	$21
S Weapons Exp2 P80	$21
S Weapons Exp3 He162	$21
S Weapons Exp4 Do335	$21
Shadow President	$44
Shuttle	$26
Silent Service 2	$34
Strike Aces	$19
Strike Commander	$45
Stunt Driver	$15
Stunt Island	$34
Tank	$34
Team Yankee	$34
Team Yankee 2	$29
Test Drive 2	$30
Test Drive 2: Collection	$29
Test Drive 2: CA Challg	$15
Test Drive 2: Euro Chllg	$15
Test Drive 2: Supercars	$15
Test Drive 3	$29
TD3 Road & Car Disk	$19
TFH & BH1942	$44
Thunderstrike	$27
Top Gun Danger Zone	$31
Tracon 2	$29
Ultrabots	$37
Virtual Reality Studio	$49
Voice Commander	$18
Wing Commander 1	$39
WC1 Secret Mssn 1 or 2	$19
W C 1 Bundle 1	$45
Wing Commander 2	$45
WC2 Opertn Mod 1 or 2	$27
WC2 Speech Pack	$15
Wolfpack	$15
X Wing	$46
Yeager's Air Combat	$38

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

Reader Service No. 1



Wizardry 7: bug free

peculiar problems showed up in the game—disappearing walls, all red screens, areas that should have opened stayed shut. The list is unending. The entire testing of the game was done in-house. At a recent conference Richard Garriot acknowledged that there were some in-house limitations to testing and in the future Origin would be considering using professional testing companies.

Microprose had similar problems with **Darklands**. It was way behind schedule and like most software that is behind schedule it was also over budget. The game had been advertised over two years ago. It was finally scheduled for release in June, but new problems were discovered requiring code modifications and yet more testing. It was finally released in September. Within a week of the game's distribution, fixes approaching close to 1 Mb in size were up-loaded to the major on-line services to fix the problems which occurred almost immediately upon playing the game.

Since a considerable lead time is required for disk duplication, packaging, and distribution of any software package, it is not uncommon for companies to let something be released with buglets, knowing that fixes will be available by the time the software gets into consumer hands.

Unfortunately for Microprose their V.53 up-load not only did not fix all the problems, but actually caused some new ones. Hence one month later a V 6.0 showed up, and a Version 7.0 is currently being worked on. To prevent future problems, Microprose has also increased their in-house testing staff. At one point they had used outside testers who came highly recommended, but after unauthorised up-loads to various bulletin boards of the games those individuals were testing, Microprose ended all external testing and has no plans at this time to resume it.

Consumer report

The approach of Origin and Microprose to handling the consumer complaints has been very different. At first, Origin stonewalled the problem and called elements like disappearing keys 'a feature.' When they finally owned up to the problems, they insisted that *all* disks be returned and exchanged for Version 3.4. When asked why the fix could not be up-loaded to the major on-line networks, the reply was that it was 'too big' and involved changes to every disk. However, shortly afterwards they released a 1.44MB diskette which contained not only the Version 3.4 upgrade for **U7**, but also the add-on game **Forge of Virtue**.

No satisfactory explanation has ever come from Origin as to why they could put the upgrade plus an add-on module on a single 1.44MB diskette, yet could not up-load anything to a major on-line service. Origin is still insisting that users return all 7 disks to receive the upgrade, or buy the **Forge of Virtue** add-on disk. Origin is basically expecting the consumer to stand part of the cost of their own mistakes.

Microprose, on the other hand, has chosen to 'take its lumps' and has not only up-loaded all upgrades to the major on-line networks, but has also sent out upgrade diskettes at their own expense to individuals who registered their copy of the game. At least they made the warranty card useful for something other than promotional literature, which is all that Origin appear to use theirs for.

The net result of all of this is that the major companies have to recognize the necessity of increasing the number of in-house testing staff as well as, in some cases, turning to outside testing companies. While I think that all these measures will mean fewer bugs in the future, it will never eliminate them altogether. The newer generation of games appearing on store shelves are huge affairs, promising randomly generated worlds and infinite replayability. By their very nature, these games are doomed to have more problems than the older linear games every had. It may be impossible to test all combinations and permutation of these randomly generated worlds and adventures.

Stacking the odds

To make the situation even more complex and troublesome there is such a wide variety of PC hardware and system software out there, some of which may prove to be incompatible with any given game. I have noticed that for every new game, there is always at least one or more persons who are unable to load the game and play it. So not all the problems with games are due to buggy software. Although almost every major game has had at least one fix for it up-loaded to the on-line services.

I asked New World if they tried to test various combinations of hardware/ software system platforms. They said that they did not. They felt that the fact that they owned a large number of PCs by different companies would adequately address this problem. But in reality it did not. There was the compatibility problem with the Microsoft Disk Cache Smartdriv which resulted in corrupted save games in **MM3.**

Microprose, on the other hand, said that they made a conscious effort to test on a wide variety of hardware/system software platforms to determine the compatibility of their games with products like QEMM and Stacker.

Unfortunately I think that while changes in testing procedures will do a great deal to improve the quality of games and eliminate the most egregious bugs, it will not make them bug free. Minor glitches are going to occur, especially as users load up their machines with OEM operating system tuners and space savers. These sort of programs often manipulate the operating system in a way that the game does not expect. And then, of course, its time to call technical support.❑

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

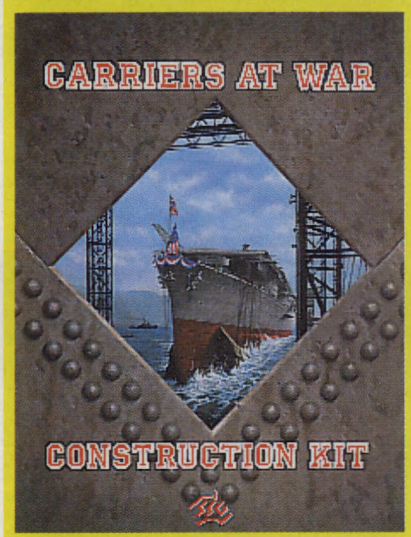
UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

IBM TRADITIONAL

3D Pool	$ 12
3 in 1 Players Pack	$ 24
Acquire	$ 12
Advance to Boardwalk	$ 15
Armada	$ 10
Amarillo Slm 7 Card Std	$ 10
Amarillo Slim Poker	$ 12
Backgammon WIN	$ 24
Battle Chess 1 or 2	$ 29
Battle Chess WIN	$ 29
Battle Chess 4000	$ 36
Blackjack DOS/WIN	$ 12
Bridge 7	$ 31
Bridgemaster	$ 29
Casino Craps	$ 10
Casinos of the World	$ 32
Centerfold Squares	$ 21
Check Mate DOS/WIN	$ 36
Chessmaster 3000	$ 29
Chessmaster 3000 WIN	$ 34
Chess Net WIN	$ 24
Chess X Collossus	$ 12
Classic 5 DOS/WIN	$ 32
Clue Master Detective	$ 15
Crossword Magic	$ 29
Dealers Choice Poker	$ 29
Demon Blue	$ 10
Dr Thorp's Blackjack	$ 32
Dr Thorp's Mini Blckjck	$ 10
Ewd O'Thorpe Blckjck	$ 24
Electric Jigsaw	$ 12
Faces: Tetris 3	$ 15
Femmes Fatale	$ 26
Femme Fatale DD 1	$ 18
Femme Fatale DD 2	$ 18
Femme Fatale DD 3	$ 18
FS Pro	$ 21
Game Maker	$ 68
Games People Play	$ 21
GO Master 5 DOS/WIN	$ 39
GO Master 5 Dlx	$1 09
GO Master 5 Dlx WIN	$1 09
GO Joseki Genius	$ 39
GO Junior	$ 19
GO Scribbler	$ 34
GO Tactical Wizard	$ 39
GO Master Toolkit	$ 39
Grand Slam Bridge	$ 17
Grand Slam Bridge 2	$ 32
Grandmaster Chess	$ 37
Home Alone 2	$ 26
Home Casino Spectaclr	$ 15
Hong Kong Mah Jong	$ 32
Hoyle's Games 1	$ 21
Hoyle's Games 2	$ 19
Hoyle's Games 3 or 4	$ 29
Ishido	$ 17
Jeopardy 1 or 2	$ 10
Jeopardy 25th Anniv	$ 15
Jeopardy Super Talking	$ 21
Jigsaw Pinups	$ 24
Living Jigsaws	$ 12
Lotto Gold	$ 29
Lexicross	$ 24
Monopoly Deluxe	$ 29
Omar Sharif on Bridge	$ 37
On Target	$ 10
Peanuts	$ 31
Penthouse Jigsaw	$ 24
Pictionary	$ 19
Pinball WIN	$ 29
Planet of Lust	$ 19
Price is Right	$ 15
Prime Time Hits 1 or 2	$ 25
Risk	$ 24
Risk WIN	$ 26
Rodeo Games	$ 10
Sargon 4 or 5	$ 34
Scrabble	$ 24
Scrabble Deluxe	$ 26
Shanghai 2	$ 24

'CARRIERS AT WAR' brings to life six crucial carrier battles of WWII; Pearl Harbor, Coral Sea, Midway, Eastern Shores, Santa Cruz, and Great Marianas Turkey Shoot. Seek out and destroy enemy carriers, fleets, air forces. Features hundreds of individually modeled ships and aircraft from that period. **$37**



'THE CARRIERS AT WAR CONSTRUCTION KIT' provides an infinitely flexible tool for creating a particular battle or an original scenario. Build ships and planes, organize squadrons, draft maps, position air bases and adjust the artificial intelligence used by the computer. 3 new scenarios included; Wake Island, Guadalcanal, & Tarawa. **$37**

'GEMINI JOYSTICK' features a full size handle, 6 large tactile buttons, dual axis trim adjustors for precision control, turbo fire, 4 stabilizing suction cups, & testing disk. Fully compatible with high speed PC's (PC, XT, AT, 386, 486, & compatibles). **$24**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

IBM TRADITIONAL

Shogi Master	$ 34
Solitaire WIN	$ 32
Solitaire Royale	$ 19
Solitaires Journey	$ 34
Sorry	$ 15
Space Vegetables	$ 10
Spot	$ 15
Stratego	$ 31
Strip Poker 3	$ 31
Strip Pokr 3 DD 1-6 Ea.	$ 19
Super Jeopardy	$ 27
Super Tetris	$ 29
Terminator Chess	$ 34
Tetris Classic	$ 27
Trump Castle 2	$ 19
Trump Castle 3	$ 34
Trump Castle 2 DD1or2	$ 12
Turn-n-Burn	$ 10
Vegas Entrtmnt Pk WIN	$ 20
Video Pokr by Masque	$ 19
Video Pokr A'la Carte	$ 24
Video Poker WIN	$ 12
Waynes World	$ 26
Welltris	$ 15
Wheel of Fortun 1-3 Ea	$ 9
Wheel of Fortune Gold	$ 15
Wordtris	$ 27
Wrld Chmp Backgamn	$ 24
Wrld Chmp Cribbage	$ 24

IBM ACTION/ARCADE

Airborne Ranger	$ 9
Aliens ate my Babysitter	$ 32
Amazing Spiderman	$ 9
Arachnaphobia	$ 28
Artura	$ 12
Back to the Future 2	$ 15
Back to the Future 3	$ 15
Bargon Attack	$ 24
Bart Simpsn House Wrd	$ 31
Battle Master	$ 37
Battlestorm	$ 32
Bill & Ted's Excllnt Adv	$ 19
Blockbuster	$ 12
Brain Blaster	$ 28
Budokan	$ 17
Cogito WIN	$ 38
Colorado	$ 6
Continuum	$ 29
Cool Croc Twins	$ 24
Crackdown	$ 17
Dark Century	$ 27
Day of the Viper	$ 19
D Generation	$ 32
Dig Dug	$ 6
Dr Doom's Revenge	$ 9
Dragon's Breath	$ 27
Dragon's Lair 1	$ 21
Dragon's Lair 2	$ 34
Drgn's Lair Singe Cstl	$ 34
Freakn Funky Fuzzballs	$ 19
Galactic Conqueror	$ 31
Galactic Empire	$ 27
Galaxian	$ 6
Gauntlet 1 or 2	$ 9
Gobliiins	$ 24
Gold of the Aztecs	$ 29
Gremlins 2	$ 9
Guy Spy	$ 29
Hard Driving 2	$ 38
Hare Raising Havoc	$ 32
Home Alone	$ 27
Killing Cloud	$ 19
Knight Force	$ 29
Light Corridor	$ 29
Loopz	$ 24
Monty Python	$ 15
Ms Pac Man	$ 6
Mystical	$ 27

IBM ACTION/ARCADE

Nevermind	$ 25
Night Shift	$ 17
Ninja Rabbits	$ 10
Nova 9	$ 21
Oil's Well	$ 12
Pac Man	$ 9
Pick N Pile	$ 27
Pipe Dream	$ 19
Pitfighter	$ 22
Powerdrome	$ 12
Power Hits: Battletech	$ 32
Power Hits: Sci Fi	$ 32
Punisher	$ 24
Roller Babes	$ 25
Rotox	$ 20
S. C. Out	$ 38
Savage	$ 19
Sierra Arcade Bundle	$ 24
Silpheed	$ 21
Simpsons Arcade Game	$ 31
Sliders	$ 27
Space Ace 1 or 2	$ 34
Space Wars	$ 37
Speedball 2	$ 25
Stellar 7	$ 21
Super Off Road	$ 15
Super Pac Man	$ 9
Super Space Invaders	$ 25
Swamp Gas	$ 38
Take a Break Crosswrd	$ 29
Take a Break Pinball	$ 29
Take a Break Pool	$ 29
Taking of Beverly Hills	$ 24
Teenage Mtnt Nnja Trtl	$ 25
TMNT Manhattan Miss	$ 31
TMNT Arcade	$ 24
Terminator	$ 34
Tetris Classic WIN	$ 27
Tinies	$ 38
Tristan Pinball	$ 34
Troika	$ 9
Vaxine	$ 24
Viking Child	$ 32
Volfied	$ 24
Wild Streets	$ 31
Wild Wheels	$ 32
Wrath of the Demon	$ 29
X Men 2	$ 25
Xenocide	$ 6

IBM CD ROM

7th Guest	$56
12 Roads to Gettysburg	$48
Aesop's Fables	$32
Battle Chess DOS/WIN	$46
Buzz Aldrin Race Space	$59
Capstone Game Collect	$45
Chessmaster 3000	$46
Conan	$21
Cnqst Robin Hood WIN	$42
Dune	$35
El Grito Del Jaguar WIN	$46
Guy Spy	$29
Jones in the Fast Lane	$42
King's Quest 5 WIN	$42
Legend of Kyrandia	$49
Lost Treasurs Infocom	$46
Lost Treasurs Infocom 2	$46
Mantis Expermtl Fighter	$45
Omar Sharif on Bridge	$46
Secret of Monkey Island	$39
Secret Weapon's Luftwff	$46
Shuttle	$24
Space Quest 4	$42
Star Child	$32
Star Trek 25th Annivrsy	$46
Ultima Bundle	$59
White Horse Child	$32
Wing Commandr Bundle	$45

Credibility gap

I am writing this letter to express my disappointment with your magazine's review of the **Harpoon Designer Series** (**HDS**), including the **Harpoon** 1.3 upgrade, in issue 24. The review is inaccurate and does your readers a disservice by failing to point out the numerous flaws in this simulation.

I purchased the **HDS** partially in response because of the review by Sandy Eisen, but more so because of my experience with Three Sixty's products. When I installed **HDS** on my computer, I found it to be so bug ridden as to be almost unplayable. Now, lest you think my problem is unique, let me quote from a letter I received from Mr John Seale at Three Sixty: 'I realize that all of you have been very patient while we have been working on bug fixes for **Harpoon** 1.3. I can tell you now that we have almost finished with **Harpoon** 1.32.'

Obviously then, the problems with this program are widespread and recognized by the manufacturer. To Mr Seale's credit, he responded to my letter of concern within days, thus confirming in my mind Three Sixty's dedication to their product and customers. One might ask why they released such a bug ridden product to begin with, but that is another subject.

The reason I am writing to you is to ask why should I ever buy another copy of your magazine? Obviously, your reviewer didn't report on any of the bugs in the program, bugs that are readily admitted to by the manufacturer. If you are going to publish incomplete and misleading reviews, why should I bother to read them? Until this incident I had really enjoyed your magazine, but this puts your credibility in question.

I think you owe it to your readers to ensure the accuracy of what you print. If I have misunderstood some aspect of the review process then I apologize. However, if the review was based on an incomplete assessment, or perhaps a beta-test example of the program, then you owe your readers an apology.

Robert Black
Winnipeg, Manitoba,
Canada

*Sandy Eisen replies: Yes, I did discover a few bugs in **HDS**, but since upgrading to a 486 I have always had **Harpoon** bugs, especially when using Soundblaster. This has probably become worse since I installed Stacker on my hard drive and started using QEMM. Since I did not have problems on my old 386 with **Harpoon**, I assumed the problem was my own overcomplex hardware/software configuration. This is the reason I didn't mention it in the review. To be perfectly honest, if the software is exciting enough I can learn to live with a few bugs if the company concerned brings out regular fixes, as Three Sixty do.*

Summons

I am writing to you in regards to a review by Joseph Boone of **The Summoning** which appeared in your November issue. Even though most of the review was positive, Mr Boone makes a harsh comment about the use of hand signals without names for the magic system. The review does not state that he is playing a beta version. He makes no disclaimer that the game may change or that he is playing without a finished manual.

I bought the game when it hit the shelves. At the back of the manual is a page which shows all the hand signals with a letter assigned to each. Whenever a scroll is found one simply notes the letters for the matching hand signals. There is no need to hold the scrolls in one's inventory.

Why does this Mr Boone make this erroneous negative comment? When reading the review one immediately assumes that he is playing the version that it being shipped to the stores. You have to realize that comments like he made can aid in making or breaking a game. Don't give me all that crap that word of mouth will propel sales if the game is really good. Magazines such as yours can have the most dramatic impact on the sales of games and if you are inaccurately reviewing games, those that really stink will naturally fall by the wayside.

R K
Aurora, IL 60656

*The game itself was final, though the manual was not. Our reviewer thought it was. This was how the error occurred. The 'harsh comment' to which you refer, was a statement that the magic system used a 'questionable approach'. The review of **The Summoning** concluded that few games, of its type this year, 'will be any better.' Let's try and keep a sense of perspective.*

Choked

Have the boys at *Strategy Plus* been staring at their terminals too long? Has a degree of waywardness crept, almost imperceptibly, into articles ostensibly about computer games? Is the **Sex Olympics** ad emanating deadly, mind-enslaving radiations, thereby compelling once renowned game reviewers to drown amid the frothiest sentiments regarding, of all things, sex? The answer: Yes!!!

Not that I mind all that much - but rarely do I peer into my mailbox hoping to receive the latest issue, that it might enlighten me with the boiled egg version of somebody's Great Theory of Western Culture. Despite this magazine's many and considerable attractions, there is something distinctly out of place about such efforts. I am referring, of course, to that very trend which climaxed (ahem) in Mr Wartofsky's review of **Cobra Mission**. Oh, right, was that really a review? Were we being informed of that games merits/failings through some osmosis-like process (imparted, perhaps, via that enormous screen shot which we were meant to paw over)? Of course, I'm being unfair, nearly *half* the review was actually spent on, well, reviewing something.

Now don't get me wrong. A digression, even a lecture, is not in itself a bad thing, and it's not that I have anything against a dissertation on current trends in the computer game industry, but one could fairly hear the groans of effort as the reviewer set about getting all those gigantic wheels of thought into motion with the intention of bringing light to all those far-off regions those provincial townships, those scattered territories in the great expanse of civilization. Alright, alright, I'm being a smart-alek.

The point to all this being that, while some of what Mr Wartofsky offered us is, indeed, food for thought, there was a line or two which loudly screamed, 'Blue pencil me! Blue pencil me! I am totally irrelevant. That in mind, I continued to be amazed at the unflagging quality - Mr Wartofsky's other articles being quite exemplary in this regard - which you maintain so that we can all shameless harangue you, in the manner of this letter.

But, when the urge comes upon you, as it comes upon all of us to pontificate about matters of dubious concern or significance or validity to all the rest of the world, it would probably not be out of line to contain your evangelical instincts, and perhaps (I apologize for this one), *choke them off* at the source.

Brian Uecker
Yankton, SD 57078

Carrier Defence

Although letters to *Strategy Plus* seem to be a little rarer these days, those which do appear frequently complain about a reviewer's treatment of a game on a subject of interest to the writer. The last one I read complained about one of my reviews.

Now the boot is on the other foot and I feel impelled to write in defence of **Carriers at War**.

Stuart Mitchell's review of **Carriers at War** in issue 24 damns the game with such faint praise that many readers with an interest in Pacific WWII carrier battles may be wondering whether or not to buy the game.

I do not intend to attempt to review **CAW** in a short letter; the game is anyway quite well described and mostly praised in detail. However the reviewer just seems to fail to enjoy and appreciate this milestone in historical wargaming.

The bottom line is that **Carriers at War** offers players superb history, presented from the point of view of the contemporary commanders, via an excellent interface, and with a challenging opponent. The graphics are better than **Harpoon**; the interface is at least as good; the AI/orders system is clearly superior. **Carriers at War** sets a new standard for serious wargaming and deserves the same success as **Harpoon**. It is also more fun to play!

Sandy Eisen
London N20,
UK

WRITE TO

STRATEGY PLUS
217 S Union St
Burlington
VT 05401

Fax: 802 660 8864

Letters may be edited for reasons of space

CHIPS & BITS CALL 800–753–GAME

IBM MAC & AMIGA GAMES FOR LESS

UPS Ground $5 per order. PO Box, APO, FPO, $6 per Order. 2 Business Day Air $7 per Order.
Europe Air Mail $12 First Item plus $6 Each additional Item. Air Mail to Canada $6 per Order. HI, AK, PR, Mail $7 per Order

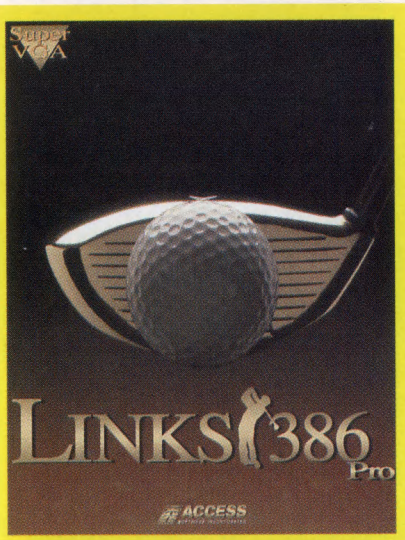
PO Box 234
Rochester, VT 05767
Fax 802–767–3382
802–767–3033
800–753–4263

AMIGA WARGAMES

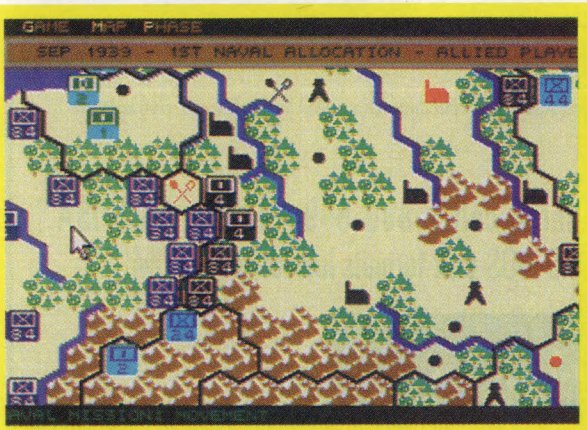
Action Stations	$29
• Afrika Corps	$34
Battle Tank Barbarossa	$36
Blitzkrieg	$29
Blitzkrieg May 1940	$34
• Campaign	$29
• Charge of Light Brigade	$34
Civil War No Grtr Glory	$42
Conflict Middle East	$36
• Dreadnoughts	$42
Dreadnoughts Ironclads	$29
Dreadnoughts Bismark	$29
• Fire Brigade	$35
Gettysburg Turning Pnt	$36
Great Naval Battles	$42
Halls of Montezuma	$28
• Harpoon	$38
Harpoon Battle Set 2 or 3	$19
Harpoon Battle Set 4	$26
Harpoon Chllng Pck SE	$49
Harpoon Scenario Editr	$27
In Harms Way	$36
• Kampfgruppe	$37
Kreigsmarine	$36
Kursk Campaign	$36
• Lord of the Rising Sun	$30
Lost Patrol	$34
Main Battle Tnk C Grmy	$36
Main Battle Tnk N Grmy	$36
• North & South	$27
Operation Overlord	$36
Operation Spruance	$34
• Panzer Battles	$29
Rommel El Alamein	$36
Rommel at Gazala	$36
• Rorke's Drift	$34
• Second Front	$36
To the Rhine	$36
Typhoon of Steel	$15
UMS 2	$34
Wargame Construction Set	$12
Warhead	$34
• Waterloo	$12
Western Front	$37
• White Death	$29

AMIGA STRATEGY

Armada 2525	$39
• Bandit King Ancient China	$37
• Battle Isle	$32
Big Business	$32
Black Gold	$28
Breach 2	$32
Breach 2 Scenario Disk	$15
Buzz Aldrin Race Space	$36
• Castles	$36
Castles 2	$36
• Centurion Defndr Rome	$32
• Civilization	$39
Covert Action	$34
Dino Wars	$28
Final Conflict	$34
• Fireteam 2200	$34
• Full Metal Planet	$34
• Genghis Khan	$37
• Global Effect	$32
Koshan Conspiracy	$32
• Lemmings	$32
• Lemmings Datadisk	$19
L'Empereur	$37
Lost Admiral	$34
Medieval Warriors	$15
• Mega Lo Mania	$31
• Merchant Colony	$34
• Millenium	$24
Nobunaga's Ambition	$37
• Operation Combat	$15
• Perfect General	$34
Perfect General Scen	$23



'LINKS 386 PRO' offers **SUPER VGA** graphics and advanced features designed for your 386 or 486. New features include computer opponent, save game option that allows your friends to play against you in an existing game, pre-recorded games from worthy opponents, and many game modes. **$35**



'HIGH COMMAND' is a strategic level wargame that covers the War in Europe from 1939-1945. Features numerous unit and mission types for Axis & Allies, detailed economics, production, & politics for over 40 countries and territories, Version 1.1. **$44**

'BOOM BOX' is an interactive music program that puts you in control of your sound files. Add echo effects, section repeat, assorted screams, guitar rifs, and turntable scratches to included song files or load your own sound files created with other programs. Requires a Sound Blaster or compatible card. **$29**

Visa & MC Accepted. CODs $5. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Check compatibility before you buy. Defectives replaced with same product. Price & availability subject to change. All Sales Final.

AMIGA STRATEGY

• Populous	$32
• Populous 2	$38
Populous World Editor	$16
• Powermonger	$32
• Powermonger WWI	$21
• Railroad Tycoon	$34
• Realms	$19
• Renegade Legion Intcpt	$12
Romance 3 Kingdoms	$42
Romance 3 Kingdoms 2	$42
Rules of Engagement	$38
• Simcity	$33
Star Control	$34
Theater of War	$32
Traders	$19
Uncharted Waters	$42
• Utopia	$31
Worlds at War	$29

AMIGA ADVENTURE

Adventer Willie Beamish	$34
Altered Destiny	$37
Arthur Quest Excalibur	$34
Black Cauldron	$28
Chambr Sci Mutant Prst	$31
Codename Iceman	$15
Colonel's Bequest	$15
Conquest of Longbow	$34
Cyber Empire	$32
• Damocles	$31
Dark Half	$34
Darkman	$29
Dark Side	$28
Death Bringer	$28
• Duck Tales	$31
• Dune	$35
East vs West Berlin	$27
Elf	$32
Future Wars	$34
• Godfather	$12
Heart of China	$34
Hostage	$31
Immortal	$32
Indy Jones Fate Atlantis	$38
Ivanhoe	$34
• Joan of Arc	$31
KGB	$19
Khalaan	$34
• King's Quest 4 or 5	$34
Leather Goddesses	$15
Legend of Faerghail	$28
• Legend of Kyrandia	$35
Leisure Suit Larry 1 Enh	$34
• Leisure Suit Larry 5	$39
License to Kill	$28
Lord of the Rings Vol 2	$36
Lost Treasures Infocom	$39
Magic Fly	$28
Magnetic Scrolls Bundle	$24
Mean Streets	$31
Moebius	$41
Out of this World	$36
Planet of Lust	$28
• Police Quest 3	$34
• Pools of Darkness	$38
• Prince of Persia	$28
Rise of the Dragon	$34
Search for the King	$37
Secret of Monkey Island	$38
Secret Monkey Island 2	$38
Sex Olympics	$24
Sex Vixens from Space	$28
Space Quest 3	$34
Space Quest 4	$34
Steigar	$27
Theme Park Mystery	$15
Time Machine	$34
Total Eclipse	$28
• Treasure Savage Frontr	$32

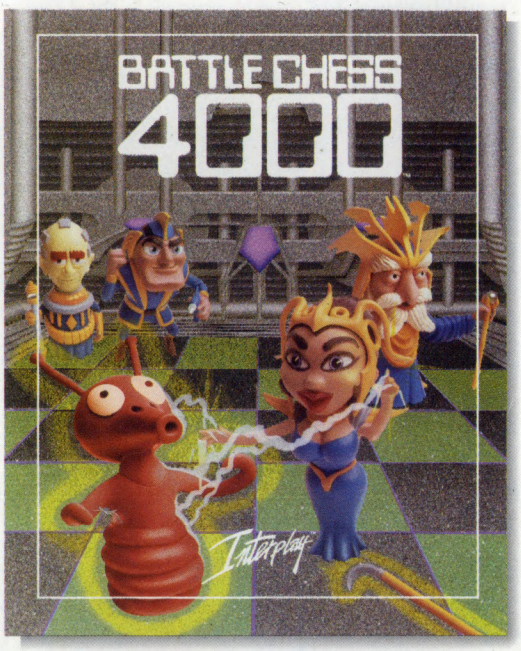
AMIGA ADVENTURE

• Turrican	$28
Universe 3	$34
• War in Middle Earth	$15
Warriors of Legend	$19
Where in Europe CSD	$34
Where in USA CSD	$34
Where in World CSD	$27
William Tell	$28
Wonderland	$19

AMIGA ROLE PLAYING

Alien Drug Lord	$34
Autoduel	$26
Bard's Tale 3	$32
Battle Master	$38
• Black Crypt	$32
Bloodwych	$34
• Captive	$30
• Carthage	$29
• Celtic Legends	$32
• Champions of Krynn	$32
Chaos in Andromeda	$27
Chronoquest 2	$34
• Conan	$19
• Corporation	$19
Curse Azure Bonds	$15
• Dark Queen of Krynn	$32
• Death Knights of Krynn	$32
Drakkhen	$39
• Dungeon Master	$28
• Dungeon Master 2	$28
Elvira Mistress Dark	$34
Elvira 2 Jaws Cerberus	$39
Eye of the Beholder	$39
• Eye of the Beholder 2	$38
Faery Tale Adventure	$31
• Federation	$34
Four Crystals of Trazere	$32
Gatewy Savage Frontier	$32
Hard Nova	$32
Heart of the Dragon	$34
Hero's Quest 2	$34
Hillsfar	$12
Journey	$34
Keef the Thief	$15
Keys to Maramon	$32
• Legend	$31
Legend of the Lost	$34
• Lord of the Rings V1	$34
• Lure of the Temptress	$37
Matrix Cubed	$32
Midwinter	$28
Might & Magic 2	$38
Might & Magic 3	$38
Murder	$29
• Pirates	$19
Pool of Radiance	$15
Prophecy of Shadow	$38
Rings of Medusa	$34
Secret of Silver Blades	$15
Shadow Sorcerer	$32
Sleeping Gods Lie	$29
Space Ace	$34
Space Inc.	$34
Space Rogue	$34
Starflight 1	$32
Starflight 2	$32
Sword of Twilight	$34
Terran Envoy	$27
Third Courier	$34
Times of Lore	$28
Twilight 2000	$39
Ultima 4	$39
Ultima 5	$39
Vengeance of Excalibur	$19
Windwalker	$28
Wizardry Cosmic Forge	$39
Wizardry 7	$45
Wrath of the Demon	$29

Welcome to the Chess Game of Tomorrow.



BATTLE CHESS 4000™

Yesteryear's timeless classic is now a game for all ages as Interplay Productions presents *BATTLE CHESS 4000™*, the classic chess game that rushes headlong into the future. Moving across a translucent chess board set in a futuristic, deep-space station, chess pieces become animated space-age characters, created from state-of-the-art, digitized clay models. And the moves they make will keep you in stitches.

A swashbuckling, space captain forgoes his blaster to wield his light saber at your mad scientist.

A robot rushes in to tickle the mad scientist to death ... and all you can say is "check"?

All this and brains too! But for all its humor, *BATTLE CHESS 4000™* is the strongest and most versatile chess program on the market. With a massive opening library of over 300,000 moves, *BATTLE CHESS 4000™* can handle any level of opponent. And it learns as it plays by constantly adding strong moves to its database!

MS-DOS Screens Pictured.

Some of the many features of *BATTLE CHESS 4000™* are:

- *Learns as it plays!*
- *Infinite levels of play from beginner to grandmaster*
- *Built-in chess clock*
- *Take back and replay moves, or try "What If" scenario*
- *Choose opening lines of play*
- *2D and 3D modes*
- *State-of-the-art animation from digitized clay models*
- *Special SVGA version with 640x480 256-color graphics*

To order *BATTLE CHESS 4000™*, call *1-800-969-GAME*, or see your local retailer. Coming soon on MS-DOS.

Interplay™

Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

© 1992 Interplay Productions. All rights reserved.
BATTLE CHESS 4000™ is a trademark of Interplay Productions, Inc.

Reader Service No. 43